ABSTRACT

For advanturers who explore the forest such as Borneo forest with quite diverse of flora, being lost and cannot distinguish toxic logistics in the forest become one of the biggest threats, so the need of a knowledge to survive in terms of pick out logistics is important. Unfortunately the learning media of survival skills is still verbalistic, so there is a need for a more practical learning media. To overcome the problem, this research was conducted with aim to develop a desktop-based simulation game "Tersesat di Hutan Kalimantan" and to find out the performance and feasibility of the game as learning media. The game development aims to help in increasing the knowledge of survival skills in terms of choosing logistics in the forest. The Software Engineering Method used is Multimedia Development Life Cycle model which developed by Luther. This model has 6 stages. The method used to testing the effectiveness of learning media is pretest and posttest which involved 30 respondents with a scope of age between late adolescene into early adulthood. After analyzing the data from pretest and postest result using paired samples t-test method, there were significant differences for the average result of pretest (M=56.66, SD=8.23) and posttest (M=77.33, SD=5.37); t(29)=18.49, p < 0.001. These result prove that the use of simulation game increasing the knowledge in pick out logistics.

Key Word : Education Game, Simulation Game, Serious Same, Learning Media, Survival Skill, Choosing Logistik in Borneo Forest, Borneo Forest, Luther Model