

Faisal Hakim Rosadi. 2019 “PERANCANGAN MEDIA GAME ASFIRE ADVENTURE TENTANG KEMAMPUAN PROBLEM SOLVING PADA MAHASISWA UNIVERSITAS TEKNOLOGI YOGYAKARTA”. Tugas Akhir. Program Studi Bimbingan dan Konseling. Fakultas Humaniora, Pendidikan, dan Pariwisata. Universitas Teknologi Yogyakarta. Pembimbing Ulfa Amalia, S. Psi., MA.

ABSTRAK

Kemampuan *problem solving* mahasiswa dapat dilihat dari berbagai aspek seperti, berfikir positif terhadap masalah, berfikir terhadap kemampuan pemecahan masalah, berfikir secara sistematis, mengemukakan masalah, mencari dan mengumpulkan fakta, memfokuskan pikiran pada hal-hal penting dan mengemukakan gagasan-gagasan untuk pemecahan masalah. Semakin baiknya dalam memiliki kemampuan tersebut maka mahasiswa dapat dikatakan memiliki kemampuan *problem solving* yang baik, begitu juga sebaliknya, namun dari data yang didapat melalui penyebaran kuesioner tentang kemampuan *problem solving* terhadap 107 mahasiswa, sebanyak 60 mahasiswa masuk dalam katagori memiliki *problem solving* yang rendah. Berangkat dari permasalahan itu, peneliti mencoba membuat suatu media *game* berbasis digital tentang kemampuan *problem solving* yang berjudul *Asfire Adventure. Game* yang dibuat melalui aplikasi Construct 2 memiliki konsep petualangan yang terdiri 3 level. Di dalam *game* pemain diharuskan untuk mengambil semua kunci dan juga semua buku yang berisi mengenai contoh kasus dan kalimat motivasi untuk dapat menyelesaikan *game*. Berdasarkan hasil uji ahli media yang mendapatkan hasil 65,5% dan uji materi yang mendapatkan 75% perancangan media *game Asfire Adventure* tentang kemampuan *problem solving* cukup layak digunakan.

Kata kunci: kemampuan, *problem solving* rendah, media *game asfire adventure*.

Faisal Hakim Rosadi. 2019 "MEDIA DESIGN OF ASFIRE ADVENTURE VIDEO GAME CONCERNING PROBLEM SOLVING SKILLS ON STUDENTS OF UNIVERSITY OF TECHNOLOGY YOGYAKARTA". Thesis. Guidance and Counseling Study Program, Faculty of Humanities, Education, dan Tourism. University of Technology Yogyakarta. Supervisor Ulfa Amalia, S. Psi., MA

ABSTRACT

Students' problem-solving ability can be seen from various aspects, such as positive thinking toward problems, thinking on problem solving ability, systematical thinking, adducing problems, finding and collecting facts, focusing mind on important things, and adducing notions for problem solving. The better the students in those abilities, the better the students on the ability of problem solving, and vice versa. However, from the data collected from distributed questionnaires about the ability of problem solving given to 107 students, 60 students were included in the category of having low problem solving. Starting from that problem, the author tried to create a digital based media in the forms of video game on students' ability of problem solving entitled *Asfire Adventure*. The game that was created using Construct 2 app which had a concept of adventure consisting of 3 levels. In the game, the players were required to collect all keys and also books which contained questions and motivational sentences to finish the game. Based on the test by media experts, it showed a result of 65.5% and material tests which obtained 75% which meant the media design of *Asfire Adventure* video concerning the ability of problem solving was quite feasible to use.

Keywords: ability, low problem solving, media *Asfire Adventure* game.