

ABSTRACT

DEVELOPMENT OF THE INTERACTIVE ATLAS OF SUMATRA ISLAND GAME AS A GEOGRAPHY LEARNING MEDIA USING AN EXPLORATION-BASED APPROACH

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This study aims to develop an Interactive Atlas of Sumatra Island Game as an exploration-based digital learning medium for geography education. The background of this research lied in the continued dominance of conventional teaching methods in elementary schools, which relied heavily on lectures and memorization, resulting in monotonous learning experiences and low student engagement. These challenges highlighted the need for digital learning media that are interactive, innovative, and aligned with the characteristics of today's digital-native learners. The research employed the Multimedia Development Life Cycle (MDLC) model, consisting of six stages: concept, design, material collection, assembly, testing, and distribution. The implemented system includes a main menu, an interactive provincial atlas, quiz pages, and score pages. System testing using the black-box method confirmed that all features functioned as intended. User trials involving 25 elementary school students and 25 non-formal learners resulted in satisfaction scores of 80% and 80.3%, respectively, both categorized as Good. These findings indicated that the Interactive Atlas Game effectively enhances learning engagement and can serve as a compelling alternative medium to support geography education for young learners.

Keywords: Educational Game, Interactive Atlas, Sumatra Island, Learning Media, Geography, Exploration-Based Learning

