

DAFTAR LAMPIRAN

LAMPIRAN

1. Full Event Sheets
2. Surat Ijin Penelitian
3. Lembar Validasi Ahli Materi
4. Pernyataan Validasi Ahli Materi
5. Lembar Validasi Ahli Media
6. Pernyataan Validasi Ahli Media
7. Data Peserta Didik
8. Data Pengajar
9. Hasil Jawaban Responden
10. Lembar Angket Responden
11. Foto-Foto

Full Event Sheets

Loading

ES Loading

1	System	On start of layout	<ul style="list-style-type: none"> System: Wait 1 seconds Audio: Play papah not looping at volume 0 dB (tag "sound") System: Wait 3 seconds System: Go to Menu Utama Audio: Stop all
---	--------	--------------------	---

Add event

Add action

Menu Utama

ES Menu Utama

1	System	On start of layout	<ul style="list-style-type: none"> System: Set layer "Profil" Invisible Audio: Stop all
2	System	MusicP1 = "on"	<ul style="list-style-type: none"> System: Wait 0.5 seconds Audio: Play background looping at volume -10 dB (tag "music")
3	System	SoundP1 = "on"	<ul style="list-style-type: none"> System: Wait 0.5 seconds Audio: Play menu-intro-1 not looping at volume 0 dB (tag "sound")
4	Touch	On tap gesture on about	
5	about	Pick instance with UID 103	Browser: Close
6	about	Pick instance with UID 102	System: Set layer "Profil" Visible
7	about	Pick instance with UID 106	System: Set layer "Profil" Invisible
8	Touch	On tap gesture on Menu	
9	Menu	Pick instance with UID 100	System: Go to Menu Video
10	Menu	Pick instance with UID 101	System: Go to Menu Game

Menu Video Edukasi

ES Menu Video

1	System	On start of layout	Set layer "Profil" Invisible
			Stop all
2	System	MusicP1 = "on"	Play background looping at volume -10 dB (tag "music")
3	System	SoundP1 = "on"	Wait 1 seconds
			Play video not looping at volume 0 dB (tag "sound")
4	Touch	On tap gesture on about	
5	about	Pick instance with UID 117	Go to Menu Utama
6	about	Pick instance with UID 116	Set layer "Profil" Visible
7	about	Pick instance with UID 120	Set layer "Profil" Invisible
8	Touch	On tap gesture on Menu	
9	Menu	Pick instance with UID 114	Go to Edukasi 1
10	Menu	Pick instance with UID 115	Go to Edukasi 2

Add event

Menu Play Video

ES Edukasi

1	System	On start of layout	Stop all
			Play
2	System	SoundP1 = "on"	Wait 0.5 seconds
			Play video-selamat-menonton not looping at volume 0 dB (tag "sound")
3	Touch	On tap gesture on about	
4	about	Pick instance with UID 137	Go to Menu Video
5	about	Pick instance with UID 143	Go to Menu Video
6	about	Pick instance with UID 140	Play
7	about	Pick instance with UID 146	Play
8	about	Pick instance with UID 139	Pause
9	about	Pick instance with UID 145	Pause

Add event

Menu Permainan

ES Menu Permainan

1	System	On start of layout	System	Set layer "Profil" Invisible
			Audio	Stop all
2	System	MusicP1 = "on"	Audio	Play backsound looping at volume -10 dB (tag "music")
3	System	SoundP1 = "on"	System	Wait 1 seconds
			Audio	Play permainan not looping at volume 0 dB (tag "sound")
4	Touch	On tap gesture on about		
5	about	Pick instance with UID 48	System	Go to Menu Utama
6	about	Pick instance with UID 47	System	Set layer "Profil" Visible
7	about	Pick instance with UID 97	System	Set layer "Profil" Invisible
8	Touch	On tap gesture on Menu		
9	Menu	Pick instance with UID 33	System	Go to Game 1 Pilah Sampah
10	Menu	Pick instance with UID 34	System	Go to Game 2 Puzzle 1

Add event

Game Pilah Sampah

ES Game 1 Pilah Sampah

	Global text	Music = "on"		
	Global text	Sound = "on"		
	Global number	Nyawa = 5		
	Global number	Score = 0		
	Global number	SampahRandom = 0		
	Global number	WaktuGame = 60		
	Global number	MulaiGame = 0		
1	System	On start of layout	System	Set layer "Permainan" Visible
			System	Set layer "Score" Visible
			System	Set layer "Game Selesai" Invisible
			System	Set Nyawa to 5
			System	Set Score to 0
			System	Set WaktuGame to 60
			System	Set MulaiGame to 1
	Function		Function	Call "jalan" ()
	Audio		Audio	Stop all
	Audio		Audio	Play bermain-pilah-sampah not looping at volume 0 dB (tag "sound")
2	System	Music = "on"	Audio	Play backsound looping at volume -10 dB (tag "music")
3	System	Sound = "on"	Audio	Play bermain-pilah-sampah not looping at volume 0 dB (tag "sound")
4				
5	Touch	Is in touch		
6	SampahBasah	Is overlapping TongSampahBasah	SampahBas...	Destroy
			SampahBas...	Spawn benar on layer 1 (image point 0)
			System	Wait 1.0 seconds
			benar	Destroy

ES Game 1 Pilih Sampah

7. System: Sound = "on" | Audio: Play berhasil not looping at volume 0 dB (tag "")

8. SampahKering: Is overlapping TongSampahKering | SampahKeri...: Destroy, Spawn benar on layer 1 (image point 0) | System: Wait 1.0 seconds | benar: Destroy | System: Set Score to Score+1

9. System: Sound = "on" | Audio: Play berhasil not looping at volume 0 dB (tag "")

Efek Salah

11. Touch: Is in touch

12. SampahBasah: Is overlapping TongSampahKering | SampahBas...: Destroy, Spawn salah on layer 1 (image point 0) | System: Wait 1.0 seconds | salah: Destroy | System: Set Score to Score-1 | System: Set Nyawa to Nyawa-1

13. System: Sound = "on" | Audio: Play salah not looping at volume 0 dB (tag "")

14. SampahKering: Is overlapping TongSampahBasah | SampahKeri...: Destroy, Spawn salah on layer 1 (image point 0) | System: Wait 1.0 seconds

ES Game 1 Pilih Sampah

15. salah: Destroy | System: Set Score to Score-1 | System: Set Nyawa to Nyawa-1 | Audio: Play salah not looping at volume 0 dB (tag "")

Efek Hujan + Random Sampah

17. SampahBasah: On created | SampahBas...: Set animation frame to random(0,4)

18. SampahKering: On created | SampahKeri...: Set animation frame to random(0,4)

19. System: Every 2 seconds | System: Create object SampahBasah on layer 1 at (random(437,880), -271)

20. System: Every 2 seconds | System: Create object SampahKering on layer 1 at (random(437,880), -271)

Score+nyawa

22. System: Every tick

23. SpriteFont: Pick instance with UID 9 | SpriteFont: Set text to Nyawa

24. SpriteFont: Pick instance with UID 135 | SpriteFont: Set text to zeropad(int(WaktuGame/60%60),2)&"":&zeropad(int(WaktuGame%60),2)

25. SpriteFont: Pick instance with UID 10 | SpriteFont: Set text to Score

26. SpriteFont: Pick instance with UID 14 | SpriteFont: Set text to Score

27. SpriteFont: Pick instance with UID 46 | SpriteFont: Set text to WebStorage.LocalValue("highscore")

ES Game 1 Pilah Sampah

27 SpriteFont Pick instance with UID 16 SpriteFont Set text to WebStorage.LocalValue("highscore")

28 System `int(Score) = int(WebStorage.LocalValue("highscore"))` WebStorage Set local key "highscore" to Score

Game Selesai

30 System MulaiGame = 1

30 System WaktuGame > 0

31 System Every 1 seconds System Subtract 1 from WaktuGame

32 System Score < 0 System Set Nyawa to 0

33 System Nyawa = 0 System Set MulaiGame to 0
System Wait 0.5 seconds
System Set layer "Permainan" Invisible
System Set layer "Score" Invisible
System Set layer "Game Selesai" Visible

34 System WaktuGame = 0 System Set MulaiGame to 0
System MulaiGame = 1 System Wait 0.5 seconds
System Trigger once System Set layer "Permainan" Invisible
System Set layer "Score" Invisible
System Set layer "Game Selesai" Visible

35 System Sound = "on" Audio Play salah not looping at volume 0 dB (tag "")

36 Touch On touched tombol

ES Game 1 Pilah Sampah

36 Touch On tap gesture on Musik

37 tombol Pick instance with UID 12 System Restart layout

38 tombol Pick instance with UID 133 System Go to Menu Game

39 tombol Pick instance with UID 134 System Go to Menu Game

40 Touch On tap gesture on Musik

41 System Music = "on" Audio Stop "music"
System Sound = "on" Audio Stop "sound"
System Wait 0.1 seconds
System Set Music to "off"
System Set Sound to "off"
Musik Set animation frame to 1

42 System Music = "off" Audio Play **bermain-pilah-sampah** looping at volume -10 dB (tag "music")
System Sound = "off" Audio Play **bermain-pilah-sampah** not looping at volume 0 dB (tag "sound")
System Wait 0.1 seconds
System Set Music to "on"
System Set Sound to "on"
Musik Set animation frame to 0

43 Function On "jalan" SpriteFont2 Set X to -832
SpriteFont2 LiteTween Start from the beginning
SpriteFont2 LiteTween Set target X(Absolute) to 1469
SpriteFont2 LiteTween Set target Y(Absolute) to Self.Y

Game Puzzle 1

ES Game 2 Puzzle

Global number ScoreP1 = 0
 Global text MusicP1 = "on"
 Global text SoundP1 = "on"
 Global number WaktuP1 = 10
 Global number GameAktifP1 = 0

1 System On start of layout

- P1G Set SaveX to Self.X
- P1G Set SaveY to Self.Y
- P1G2 Set SaveX to Self.X
- P1G2 Set SaveY to Self.Y
- System Set layer "Game" Visible
- System Set layer "Kalah" Invisible
- System Set layer "Menang" Invisible
- System Set layer "Pause" Invisible
- System Set ScoreP1 to 0
- System Set MusicP1 to "on"
- System Set SoundP1 to "on"
- System Set WaktuP1 to 10
- System Set GameAktifP1 to 0
- Audio Stop all
- P1G Set DragDrop Disabled
- P1G2 Set DragDrop Disabled

2 System MusicP1 = "on" Audio Play **backsound** looping at volume -10 dB (tag "music")

3 System SoundP1 = "on" Audio Play **bermain-puzzle** not looping at volume 0 dB (tag "sound")

4 System Wait 10 seconds
 P1G Set DragDrop Enabled

ES Game 2 Puzzle

5 Animasi Drag n Drop

6 P1G On DragDrop drag start P1G Move to top of layer

7 P1G On DragDrop drop

8 P1G Is overlapping tempat1

9 tempat1 Is Terisi

10 P1G Animation frame = tempat1, AnimationFrame

- System Set ScoreP1 to ScoreP1+5
- tempat1 Set Terisi to True
- P1G LiteTween2 Start from the beginning
- P1G LiteTween2 Set target Width/Scale X(Absolute) to tempat1.Width
- P1G LiteTween2 Set target Height/Scale Y(Absolute) to tempat1.Height
- P1G LiteTween Start from the beginning
- P1G LiteTween Set target X(Absolute) to tempat1.X
- P1G LiteTween Set target Y(Absolute) to tempat1.Y
- P1G Set DragDrop Disabled

11 System SoundP1 = "on" Audio Play **berhasil** not looping at volume 0 dB (tag "")

12 System Else

- P1G LiteTween Start from the beginning
- P1G LiteTween Set target X(Absolute) to Self.SaveX
- P1G LiteTween Set target Y(Absolute) to Self.SaveY

13 System SoundP1 = Audio Play **salah** not looping at volume 0 dB (tag "")

ES Game 2 Puzzle

14 System Else
 Add action
 P1G LiteTween Start from the beginning
 P1G LiteTween Set target X(Absolute) to Self.SaveX
 P1G LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

15 System SoundP1 = "on"
 Add action

16 System Else
 Add action
 P1G LiteTween Start from the beginning
 P1G LiteTween Set target X(Absolute) to Self.SaveX
 P1G LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

17 System SoundP1 = "on"
 Add action
 Audio Play salah not looping at volume 0 dB (tag "")
 Add action

18 P1G2 On DragDrop drag start
 Add action
 P1G2 Move to top of layer
 Add action

19 P1G2 On DragDrop drop
 Add action

20 P1G2 Is overlapping tempat2
 Add action

21 tempat2 Is Terisi
 Add action

22 P1G2 Animation frame = tempat1.
 AnimationFrame
 Add action
 System Set ScoreP1 to ScoreP1+5
 tempat2 Set Terisi to True
 P1G2 LiteTween2 Start from the beginning
 P1G2 LiteTween2 Set target Width/Scale X(Absolute) to tempat2.Width
 P1G2 LiteTween2 Set target Height/Scale Y(Absolute) to tempat2.Height
 P1G2 LiteTween Start from the beginning
 P1G2 LiteTween Set target X(Absolute) to tempat2.X
 P1G2 LiteTween Set target Y(Absolute) to tempat2.Y
 P1G2 Set DragDrop Disabled

ES Game 2 Puzzle

23 System SoundP1 = "on"
 Add action
 Audio Play berhasil not looping at volume 0 dB (tag "")
 Add action

24 System Else
 Add action
 P1G2 LiteTween Start from the beginning
 P1G2 LiteTween Set target X(Absolute) to Self.SaveX
 P1G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

25 System SoundP1 = "on"
 Add action
 Audio Play salah not looping at volume 0 dB (tag "")
 Add action

26 System Else
 Add action
 P1G2 LiteTween Start from the beginning
 P1G2 LiteTween Set target X(Absolute) to Self.SaveX
 P1G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

27 System SoundP1 = "on"
 Add action
 Audio Play salah not looping at volume 0 dB (tag "")
 Add action

28 System Else
 Add action
 P1G2 LiteTween Start from the beginning
 P1G2 LiteTween Set target X(Absolute) to Self.SaveX
 P1G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

29 System SoundP1 = "on"
 Add action
 Audio Play salah not looping at volume 0 dB (tag "")
 Add action

30 **Score dan Waktu**

31 HeyComicP... Pick instance with UID 66
 HeyComicP... Set text to zeropad(int(WaktuP1/60%60),2)&"&zeropad(int(WaktuP1%60),2)
 Add action

32 HeyComicP... Pick instance with UID 67
 HeyComicP... Set text to ScoreP1
 Add action

Kalah

ES Game 2 Puzzle

Kalah

33 HeyComicPu... Pick instance with UID 80 HeyComicP... Set text to ScoreP1
Add action

34 HeyComicPu... Pick instance with UID 81 HeyComicP... Set text to WebStorage.LocalValue("highscoreP1")
Add action

Menang

35 HeyComicPu... Pick instance with UID 72 HeyComicP... Set text to ScoreP1
Add action

36 HeyComicPu... Pick instance with UID 73 HeyComicP... Set text to WebStorage.LocalValue("highscoreP1")
Add action

HighScore

37 System int(ScoreP1) > int(WebStorage.LocalValue("highscoreP1")) WebStorage Set local key "highscoreP1" to ScoreP1
Add action

System Game

39 System GameAktifP1 = 1 Add action

40 System WaktuP1 > 0 Add action

40 System Every 1 seconds System Subtract 1 from WaktuP1
Add action

41 System WaktuP1 = 0 System Set GameAktifP1 to 0
System GameAktifP1 = 1 System Wait 1 seconds
System Trigger once System Set layer "Game" Invisible
System Set layer "Kalah" Visible
Add action

42 System SoundP1 = "on" Audio Play salah not looping at volume 0 dB (tag "")
Add action

43 System ScoreP1 = 10 System Set GameAktifP1 to 0
System GameAktifP1 = 1 System Wait 3 seconds

ES Game 2 Puzzle

44 System Layer "Kalah" is visible System Set layer "Game" Invisible
System Set layer "Menang" Visible
P1M LiteTween Start from the beginning
P1M LiteTween Set target Y(Absolute) to Self.Y
P1M LiteTween Set target X(Absolute) to 622
P1M2 LiteTween Start from the beginning
P1M2 LiteTween Set target Y(Absolute) to Self.Y
P1M2 LiteTween Set target X(Absolute) to 491
Add action

44 System SoundP1 = "on" Audio Play puzzle-buang-sampah not looping at volume 0 dB (tag "")
Add action

45 Touch On tap gesture on about Add action

Pause

46 about Pick instance with UID 63 System Set GameAktifP1 to 0
P1G Set DragDrop Disabled
P1G2 Set DragDrop Disabled
System Set layer "Game" Invisible
System Set layer "Pause" Visible
Add action

P Lanjut

47 about Pick instance with UID 83 System Set GameAktifP1 to 1
P1G Set DragDrop Enabled
P1G2 Set DragDrop Enabled
System Set layer "Game" Visible
System Set layer "Pause" Invisible
Add action

P Ulang

ES Game 2 Puzzle

48 P Ulang
 about Pick instance with UID 84 System Restart layout

49 P Home
 about Pick instance with UID 85 System Go to Menu Utama

50 P Kembali
 about Pick instance with UID 61 System Go to Menu Game

51 Musik
 about Pick instance with UID 62 Add action

52 System MusicP1 = "on" Audio Stop "music"
 System SoundP1 = "on" Audio Stop "sound"
 System Wait 0.1 seconds
 System Set MusicP1 to "off"
 System Set SoundP1 to "off"
 about Set animation frame to 12

53 System MusicP1 = "off" Audio Play backsound looping at volume -10 dB (tag "music")
 System Wait 0.1 seconds
 System Set MusicP1 to "on"
 System Set SoundP1 to "on"
 about Set animation frame to 13

54 Ulang
 about Pick instance with UID 76 System Restart layout

Lanjut

ES Game 2 Puzzle

55 Lanjut
 about Pick instance with UID 68 System Go to Game 2 Puzzle 2

Game Puzzle 2

ES Game 2 Puzzle 2

Global number ScoreP2 = 10
 Global text MusicP2 = "on"
 Global text SoundP2 = "on"
 Global number WaktuP2 = 15
 Global number GameAktifP2 = 0

1 System On start of layout

P2G1 Set SaveX to Self.X
 P2G1 Set SaveY to Self.Y
 P2G2 Set SaveX to Self.X
 P2G2 Set SaveY to Self.Y
 P2G3 Set SaveX to Self.X
 P2G3 Set SaveY to Self.Y
 P2G4 Set SaveX to Self.X
 P2G4 Set SaveY to Self.Y
 System Set layer "Game" Visible
 System Set layer "Kalah" Invisible
 System Set layer "Menang" Invisible
 System Set layer "Pause" Invisible
 System Set ScoreP2 to 10
 System Set MusicP2 to "on"
 System Set SoundP2 to "on"
 System Set WaktuP2 to 15
 Audio Stop all
 System Set GameAktifP2 to 1

2 System MusicP2 = "on" Audio Play backsound looping at volume -10 dB (tag "music")

3 Animasi Drag n Drop2

4 P2G1 On DragDrop drag P2G1 Move to top of layer

ES Game 2 Puzzle 2

Animasi Drag n Drop

4 P2G1 On DragDrop drag start P2G1 Move to top of layer

5 P2G1 On DragDrop drop P2G1

6 P2G1 Is overlapping T_P2G1 P2G1

7 T_P2G1 Is Terisi P2G1

8 P2G1 Animation frame = T_P2G1 AnimationFrame System Set ScoreP2 to ScoreP2+5
T_P2G1 Set Terisi to True
P2G1 LiteTween2 Start from the beginning
P2G1 LiteTween2 Set target Width/Scale X(Absolute) to T_P2G1.Width
P2G1 LiteTween2 Set target Height/Scale Y(Absolute) to T_P2G1.Height
P2G1 LiteTween2 Start from the beginning
P2G1 LiteTween Set target X(Absolute) to T_P2G1.X
P2G1 LiteTween Set target Y(Absolute) to T_P2G1.Y
P2G1 Set DragDrop Disabled

9 System SoundP2 = "on" Audio Play berhasil not looping at volume 0 dB (tag "")

10 System Else P2G1 LiteTween Start from the beginning
P2G1 LiteTween Set target X(Absolute) to Self.SaveX
P2G1 LiteTween Set target Y(Absolute) to Self.SaveY

11 System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")

12 System Else P2G1 LiteTween Start from the beginning
P2G1 LiteTween Set target X(Absolute) to Self.SaveX
P2G1 LiteTween Set target Y(Absolute) to Self.SaveY

ES Game 2 Puzzle 2

13 System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")

14 System Else P2G1 LiteTween Start from the beginning
P2G1 LiteTween Set target X(Absolute) to Self.SaveX
P2G1 LiteTween Set target Y(Absolute) to Self.SaveY

15 System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")

16 P2G2 On DragDrop drag start P2G2 Move to top of layer

17 P2G2 On DragDrop drop P2G2

18 P2G2 Is overlapping T_P2G2 P2G2

19 T_P2G2 Is Terisi P2G2

20 P2G2 Animation frame = T_P2G2 AnimationFrame System Set ScoreP2 to ScoreP2+5
T_P2G2 Set Terisi to True
P2G2 LiteTween2 Start from the beginning
P2G2 LiteTween2 Set target Width/Scale X(Absolute) to T_P2G2.Width
P2G2 LiteTween2 Set target Height/Scale Y(Absolute) to T_P2G2.Height
P2G2 LiteTween2 Start from the beginning
P2G2 LiteTween Set target X(Absolute) to T_P2G2.X
P2G2 LiteTween Set target Y(Absolute) to T_P2G2.Y
P2G2 Set DragDrop Disabled

21 System SoundP2 = "on" Audio Play berhasil not looping at volume 0 dB (tag "")

22 System Else P2G2 LiteTween Start from the beginning

ES Game 2 Puzzle 2

22 [] System Else P2G2 LiteTween Start from the beginning
 P2G2 LiteTween Set target X(Absolute) to Self.SaveX
 P2G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

23 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")
 Add action

24 [] System Else P2G2 LiteTween Start from the beginning
 P2G2 LiteTween Set target X(Absolute) to Self.SaveX
 P2G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

25 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")
 Add action

26 [] System Else P2G2 LiteTween Start from the beginning
 P2G2 LiteTween Set target X(Absolute) to Self.SaveX
 P2G2 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

27 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")
 Add action

28 [] P2G3 On DragDrop drag start P2G3 Move to top of layer
 Add action

29 [] P2G3 On DragDrop drop Add action

30 [] P2G3 Is overlapping T_P2G3 Add action

31 [] T_P2G3 Is Terisi Add action

32 [] P2G3 Animation frame = T_P2G3 AnimationFrame System Set ScoreP2 to ScoreP2+5
 T_P2G3 Set Terisi to True
 P2G3 LiteTween2 Start from the beginning

ES Game 2 Puzzle 2

32 [] T_P2G3 AnimationFrame T_P2G3 Set Terisi to True
 P2G3 LiteTween2 Start from the beginning
 P2G3 LiteTween2 Set target Width/Scale X(Absolute) to T_P2G3.Width
 P2G3 LiteTween2 Set target Height/Scale Y(Absolute) to T_P2G3.Height
 P2G3 LiteTween Start from the beginning
 P2G3 LiteTween Set target X(Absolute) to T_P2G3.X
 P2G3 LiteTween Set target Y(Absolute) to T_P2G3.Y
 P2G3 Set DragDrop Disabled
 Add action

33 [] System SoundP2 = "on" Audio Play berhasil not looping at volume 0 dB (tag "")
 Add action

34 [] System Else P2G3 LiteTween Start from the beginning
 P2G3 LiteTween Set target X(Absolute) to Self.SaveX
 P2G3 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

35 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")
 Add action

36 [] System Else P2G3 LiteTween Start from the beginning
 P2G3 LiteTween Set target X(Absolute) to Self.SaveX
 P2G3 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

37 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")
 Add action

38 [] System Else P2G3 LiteTween Start from the beginning
 P2G3 LiteTween Set target X(Absolute) to Self.SaveX
 P2G3 LiteTween Set target Y(Absolute) to Self.SaveY
 Add action

39 [] System SoundP2 = "on" Audio Play salah not looping at volume 0 dB (tag "")

ES Game 2 Puzzle 2

40	P2G4	On DragDrop drag start	P2G4	Move to top of layer
41	P2G4	On DragDrop drop		
42	P2G4	Is overlapping T_P2G4		
43	T_P2G4	Is Terisi		
44	P2G4	Animation frame = T_P2G4 AnimationFrame	System	Set ScoreP2 to ScoreP2+5
			T_P2G4	Set Terisi to True
			P2G4	LiteTween2 Start from the beginning
			P2G4	LiteTween2 Set target Width/Scale X(Absolute) to T_P2G4.Width
			P2G4	LiteTween2 Set target Height/Scale Y(Absolute) to T_P2G4.Height
			P2G4	LiteTween Start from the beginning
			P2G4	LiteTween Set target X(Absolute) to T_P2G4.X
			P2G4	LiteTween Set target Y(Absolute) to T_P2G4.Y
			P2G4	Set DragDrop Disabled
45	System	SoundP2 = "on"	Audio	Play berhasil not looping at volume 0 dB (tag "")
46	System	Else	P2G4	LiteTween Start from the beginning
			P2G4	LiteTween Set target X(Absolute) to Self.SaveX
			P2G4	LiteTween Set target Y(Absolute) to Self.SaveY
47	System	SoundP2 = "on"	Audio	Play salah not looping at volume 0 dB (tag "")
48	System	Else	P2G4	LiteTween Start from the beginning
			P2G4	LiteTween Set target X(Absolute) to Self.SaveX
			P2G4	LiteTween Set target Y(Absolute) to Self.SaveY

ES Game 2 Puzzle 2

49	System	SoundP2 = "on"	Audio	Play salah not looping at volume 0 dB (tag "")
50	System	Else	P2G4	LiteTween Start from the beginning
			P2G4	LiteTween Set target X(Absolute) to Self.SaveX
			P2G4	LiteTween Set target Y(Absolute) to Self.SaveY
51	System	SoundP2 = "on"	Audio	Play salah not looping at volume 0 dB (tag "")
52	Score dan Waktu2			
53	HeyComicPu...	Pick instance with UID 35	HeyComicP...	Set text to <code>zeropad(int(WaktuP2/60%60),2)&"&"&zeropad(int(WaktuP2%60),2)</code>
54	HeyComicPu...	Pick instance with UID 36	HeyComicP...	Set text to ScoreP2
55	Kalah			
55	HeyComicPu...	Pick instance with UID 49	HeyComicP...	Set text to ScoreP2
56	HeyComicPu...	Pick instance with UID 42	HeyComicP...	Set text to <code>WebStorage.LocalValue("highscoreP2")</code>
57	Menang			
57	HeyComicPu...	Pick instance with UID 50	HeyComicP...	Set text to ScoreP2
58	HeyComicPu...	Pick instance with UID 41	HeyComicP...	Set text to <code>WebStorage.LocalValue("highscoreP1")</code>
59	System	<code>int(ScoreP2) > int(WebStorage.LocalValue("highscoreP1"))</code>	WebStorage	Set local key "highscoreP1" to ScoreP2

ES Game 2 Puzzle 2

highscoreP1

60 System Game2

61 System GameAktifP2 = 1
System WaktuP2 > 0

62 System Every 1 seconds
System Subtract 1 from WaktuP2

63 System WaktuP2 = 0
System GameAktifP2 = 1
System Trigger once
System Set GameAktifP2 to 0
System Wait 1 seconds
System Set layer "Game" Invisible
System Set layer "Kalah" Visible

64 System SoundP2 = "on"
Audio Play salah not looping at volume 0 dB (tag "")

65 System ScoreP2 = 30
System GameAktifP2 = 1
System Set GameAktifP2 to 0
System Wait 3 seconds
System Set layer "Game" Invisible
System Set layer "Menang" Visible
PZL LiteTween Start from the beginning
PZL LiteTween Set target Y(Absolute) to Self.Y
PZL LiteTween Set target X(Absolute) to 403.894

66 System SoundP2 = "on"
Audio Play puzzle-bersihkan-sampah not looping at volume 0 dB (tag "")

67 Touch On tap gesture on about

68 Pause
about Pick instance with UID 32
System Set GameAktifP2 to 0
P1G Set DragDrop Disabled

ES Game 2 Puzzle 2

68 about Pick instance with UID 32
System Set GameAktifP2 to 0
P1G Set DragDrop Disabled
P1G2 Set DragDrop Disabled
System Set layer "Game" Invisible
System Set layer "Pause" Visible

69 P Lanjut
about Pick instance with UID 52
System Set GameAktifP2 to 1
P1G Set DragDrop Enabled
P1G2 Set DragDrop Enabled
System Set layer "Game" Visible
System Set layer "Pause" Invisible

70 P Ulang
about Pick instance with UID 53
System Restart layout

71 P Home
about Pick instance with UID 54
System Go to Menu Utama

72 P Kembali
about Pick instance with UID 30
System Go to Menu Game

73 Musik
about Pick instance with UID 31
System MusicP1 = "on"
Audio Stop "music"
System SoundP1 = "on"
Audio Stop "sound"
System Wait 0.1 seconds
System Set MusicP1 to "off"

The screenshot displays a software interface for creating an animation, titled "ES Game 2 Puzzle 2". The interface features a vertical timeline on the left with markers at 75, 76, and 77. The main workspace is divided into two columns: "Event" and "Action".

Timeline 75:

- Event:** "on" (System icon)
- Action:** "wait 0.1 seconds" (System icon)
- Event:** "MusicP1 = 'off'" (System icon)
- Action:** "Set MusicP1 to 'off'" (System icon)
- Event:** "SoundP1 = 'off'" (System icon)
- Action:** "Set SoundP1 to 'off'" (System icon)
- Event:** (about icon)
- Action:** "Set animation frame to 12" (about icon)
- Action:** "Add action" (about icon)
- Event:** "Audio" (Audio icon)
- Action:** "Play background looping at volume -10 dB (tag 'music')" (Audio icon)
- Event:** (System icon)
- Action:** "Wait 0.1 seconds" (System icon)
- Event:** (System icon)
- Action:** "Set MusicP1 to 'on'" (System icon)
- Event:** (System icon)
- Action:** "Set SoundP1 to 'on'" (System icon)
- Event:** (about icon)
- Action:** "Set animation frame to 13" (about icon)
- Action:** "Add action" (about icon)

Timeline 76:

- Section:** "Ulang" (highlighted in yellow)
- Event:** (about icon)
- Action:** "Pick instance with UID 43" (about icon)
- Event:** (System icon)
- Action:** "Go to Game 2 Puzzle 1" (System icon)
- Action:** "Add action" (about icon)

Timeline 77:

- Section:** "Lanjut" (highlighted in yellow)
- Event:** (about icon)
- Action:** "Pick instance with UID 37" (about icon)
- Event:** (System icon)
- Action:** "Go to Menu Game" (System icon)
- Action:** "Add action" (about icon)

At the bottom left, there is a button labeled "Add event".

Surat Ijin Peneleitian

TAMAN PENDIKAN KANAK KANAK TARBIYATUL ATHFAL

MUSLIMAT NU 02

KEPUK BANGSRI JEPARA

Nomor : 02/A/TKTA/II/2020
Lampiran : -
Hal : Ijin Penelitian

Kepada Yang Terhormat :

Ah. Hasan Umam Fikri

di-

Tempat

Assalaamu'alaikum Wr. Wb.

Salam silaturahmi kami sampaikan, semoga Allah SWT senantiasa memberikan limpahan taufiq, Hidayah dan Inayah-Nya kepada kita semua. Amin

Berdasarkan surat dari Kepala Program Studi Teknik Informatika UNISNU Jepara nomor 36/TIF-FST/UNISNU/XII/2019 tentang Permohonan Ijin Penelitian dan Data TK TA Tarbiyatul Athfal terkait penelitian yang dilakukan oleh Mahasiswa yang bernama :

Nama : Ah. Hasan Umam Fikri
NIM : 161240000567
Program Studi : Teknik Informatika
Fakultas : Sains dan Teknologi
Judul Penelitian : Penerapan Game Edukasi "Papah" untuk Pengenalan Sampah pada Anak TK Tarbiyatul Athfal Berbasis Android

Dengan ini kami dari TK Tarbiyatul Athfal Kepuk memberikan ijin kepada yang bersangkutan berserta memberikan data sekolah terkait penelitian tersebut.

Demikian surat ini kami sampaikan, untuk dapat dipergunakan sebagaimana mestinya.

Wassalamu'alaikum. Wr. Wb.

Kepuk, 20 Februari 2020
Kepala TK Muslimat NU 02
TARBIYATUL ATHFAL
Ainul Fadlilah, S.Sy

Lembar Validasi Ahli Materi

INSTRUMEN PENGUJIAN AHLI MATERI

Nama : Aincil Fadli'lah
 Jabatan : kepala sekolah
 Umur : 29

Nilai Skor untuk Ahli	Jumlah
Validasi Tanpa Revisi (VTR)	3
Validasi Dengan Revisi (VR)	2
Tidak Valid (TV)	1

No.	Indikator	Validasi		
		VTR	VR	TV
A. Aspek Materi				
1.	Materi pendukung pencapaian tujuan	✓		
2.	Materi mudah dimengerti	✓		
B. Aspek Bahasa				
3.	Kesesuaian bahasa yang digunakan	✓		
4.	Kesesuaian bahasa dengan sasaran pengguna	✓		

*Keterangan pilihan jawaban :

Kritik Dan Saran :

Penamaan icon dibuat lebih menarik

Jepara, 2 Maret 2020

Validator,

Jup
 Aincil Fadli'lah
 NIP.

Pernyataan Validasi Ahli Materi**LEMBAR VALIDASI AHLI MATERI
GAME EDUKASI "PAPAH" UNTUK PENGENALAN SAMPAH PADA
ANAK TK TARBIYATUL ATHFAL
BERBASIS ANDROID**

Saya yang bertanda tangan dibawah ini :

Nama : *Ainul Fadlilah*
NIP :
Instansi : *TK TAKEPUK 02*

Menerangkan bahwa saya yang telah memvalidasi Game Edukasi "PAPAH" untuk keperluan skripsi yang berjudul "Penerapan Game Edukasi "Papah" Untuk Pengenalan Sampah Pada Anak Tk Tarbiyatul Athfal Berbasis Android" yang disusun oleh :

Nama : Ah. Hasan Umam Fikri
NIM : 161240000567
Prodi : Teknik Informatika

Dengan harapan kritik dan saran yang telah diberikan dapat digunakan untuk menyempurnakan dalam memperoleh kualitas materi untuk aplikasi yang baik.

Jepara,.....2020

Ahli Materi,

Ainul Fadlilah
.....
NIP.

Lembar Validasi Ahli Media

ANGKET INSTRUMEN AHLI MEDIA

Nama : *Muhamad Husen*

NIP : -

Instansi : *UNISNU Jepara*

Nilai Skor untuk Ahli	Jumlah
Validasi Tanpa Revisi (VTR)	3
Validasi Dengan Revisi (VR)	2
Tidak Valid (TV)	1

No.	Indikator	Validasi		
		VTR	VR	TV
A. Aspek Pemrograman				
1.	Kemudahan dalam mengoperasikan aplikasi	✓		
2.	ketepatan fungsi tombol navigasi	✓		
3.	kecepatan pemrosesan dalam melakukan perintah	✓		
B. Aspek Bahasa				
4.	Kesesuaian tata letak teks dan gambar	✓		
5.	Kesesuaian Warna	✓		
6.	Teks dapat terbaca dengan baik	✓		
7.	Kesesuaian pemilihan jenis huruf dan ukuran huruf	✓		
8.	kemenarikan tampilan tombol (<i>button</i>) yang digunakan	✓		
9.	Kesesuaian pemilihan background	✓		

*Keterangan pilihan jawaban :

Kritik Dan Saran :

penampilan Interface di perbaiki kembali

.....

.....

.....

Jepara, *2 Maret*2020

Validator,

Muhamad Husen

.....

NIP.

Pernyataan Validasi Ahli Media

LEMBAR VALIDASI AHLI MEDIA
GAME EDUKASI “PAPAH” UNTUK PENGENALAN SAMPAH PADA
ANAK TK TARBİYATUL ATHFAL
BERBASIS ANDROID

Saya yang bertanda tangan dibawah ini :

Nama : *Muhamad Husen*
 NIP : -
 Instansi : *UNISNU Jepara*

Menerangkan bahwa saya yang telah memvalidasi Game Edukasi “PAPAH” untuk keperluan skripsi yang berjudul “Penerapan Game Edukasi “Papah” Untuk Pengenalan Sampah Pada Anak Tk Tarbiyatul Athfal Berbasis Android” yang disusun oleh :

Nama : Ah. Hasan Umam Fikri
 NIM : 161240000567
 Prodi : Teknik Informatika

Dengan harapan kritik dan saran yang telah diberikan dapat digunakan untuk menyempurnakan dalam memperoleh kualitas materi untuk aplikasi yang baik.

Jepara, *28 Maret* 2020

Ahli Media,

Muhamad Husen
 ..*Muhamad Husen*.....
 NIP.

Data Peserta Didik

Daftar Peserta Didik

TK TA KEPUK 02

Kab. Jepara

Prov. Jawa Tengah

Per tanggal : 2020-03-14 14:23:39

No.	Nama	JK	Rombel	Tempat Lahir	Tanggal Lahir
1	AFIFA ZHRATUSYIFA	P	Kelas B	JEPARA	2014-05-13
2	AFIRA NAILA SARI	P	Kelas B	JEPARA	2013-08-23
3	AHMAD FARID SETIAWAN	L	Kelas A	JEPARA	2013-08-15
4	AHMAD ROBY PRASETYO	L	Kelas B	JEPARA	2013-09-21
5	ALFINA NUR FAIZZA	P	Kelas A	JEPARA	2014-11-08
6	ALISA SYIFA QOTRUNNADA	P	Kelas B	JEPARA	2014-02-24
7	ALMIRA AINUN HUSNA	P	Kelas A	JEPARA	2014-12-08
8	ANGGELINA QOTRUNNADA	P	Kelas B	JEPARA	2014-04-04
9	AQILA ARUMNIA KHARIS	P	Kelas B	JEPARA	2012-12-18
10	ARINAL HAQ	P	Kelas B	JEPARA	2013-09-03
11	ASRORI SYAWALUDIN	L	Kelas B	JEPARA	2013-08-08
12	CAHAYA BUNGA NIRVANA	P	Kelas B	JEPARA	2013-11-18
13	DARA AYU ANINDYA	P	Kelas B	JEPARA	2014-03-13
14	DARRA ARINE MUTIARA RAMAND	P	Kelas B	JEPARA	2013-07-16
15	ELSA AMELIA ZAHRA	P	Kelas A	JEPARA	2015-05-18
16	FALEN NAFA ALIK AZKIA	P	Kelas B	JEPARA	2013-02-28
17	FITRI AULIYA KHASANAH	P	Kelas A	JEPARA	2015-04-15
18	JIHAN HASNA MAHIRA	P	Kelas B	JEPARA	2014-04-21
19	MUHAMMAD RAFA ALKESYAFANI	L	Kelas A	JEPARA	2014-11-03
20	NAURA PUTRI LAEDINA	P	Kelas B	JEPARA	2013-03-06
21	REVI ANGGITA MAHARANI	P	Kelas B	JEPARA	2013-06-11
22	REYMON ALVIAN ARDIYANSYAH	P	Kelas B	JEPARA	2013-11-27
23	SHOFI LAILATUL FITRIYANA	P	Kelas B	JEPARA	2014-08-01
24	SILVA NUR AZIZAH	P	Kelas B	JEPARA	2014-02-04
25	SYAFANA RAHMANIA	P	Kelas A	JEPARA	2015-12-15

Data Pengajar

Daftar Pendidik dan Tenaga Kependidikan

TK TA KEPUK 02

Kab. Jepara

Prov. Jawa Tengah

Per tanggal : 2020-03-14 14:25:28

No.	Nama	JK	Tempat Lahir	Tanggal Lahir	Jenis PTK	Pengawas Bidang Studi
1	AINUL FADLILLAH	P	Demak	1989-06-05	Kepala Sekolah	Guru Kelas PAUD
2	ANING KUSUMA	P	Jepara	1979-11-01	Guru Kelas	Guru Kelas PAUD
3	KHUZAIMATUR ROFIAH	P	Jepara	1987-11-17	Guru Kelas	Guru Kelas PAUD
4	Maria Ulfa	P	Jepara	1988-11-04	Guru Kelas	Guru Kelas PAUD

Hasil Jawaban Responden

NOMOR RESPONDEN	JAWABAN RESPONDEN UNTUK ITEM NOMOR										JUMLAH
	1	2	3	4	5	6	7	8	9	10	
1	4	3	3	4	3	3	3	4	4	4	35
2	4	3	4	4	3	4	3	4	4	4	37
3	3	4	4	3	3	4	3	4	4	3	35
4	4	4	4	4	4	4	4	4	4	4	40
5	4	4	3	4	4	4	4	4	4	4	39
6	4	4	4	4	4	4	4	3	4	4	39
7	4	4	3	4	4	4	4	4	4	4	39
8	4	4	3	4	3	4	4	4	4	4	38
9	4	4	4	4	4	4	4	4	4	4	40
10	3	4	4	4	4	4	4	4	4	4	39
11	4	4	4	3	4	4	4	4	4	4	39
12	4	4	4	4	4	4	3	4	4	4	39
13	4	4	4	4	4	4	4	3	4	4	39
14	4	4	4	4	4	4	4	4	4	4	40
15	4	4	4	3	4	4	3	4	4	4	38
16	4	4	4	4	4	4	3	4	4	4	39
17	3	4	4	4	4	3	4	4	4	4	38
18	4	4	4	4	4	4	4	4	3	3	38
19	4	4	4	4	4	4	4	4	4	4	40
20	4	3	3	3	3	4	4	4	3	3	34
21	3	3	3	3	3	3	3	3	4	4	32
22	4	3	4	3	4	4	3	3	4	3	35
23	3	3	4	4	3	3	4	4	3	4	35
24	4	4	4	4	4	4	4	4	4	4	40
25	3	3	3	3	3	3	3	3	3	3	30
26	4	3	4	4	4	3	3	4	4	4	37
27	4	4	4	4	4	3	4	4	4	4	39

28	4	4	3	4	4	4	4	4	4	4	39
29	4	4	4	4	3	4	4	4	4	4	39
30	4	4	4	4	4	4	4	4	4	4	40
JUMLAH	114	112	112	113	111	113	110	115	116	115	1131

Lembar Angket Responden

TABEL INSTRUMEN PENGUJIAN RESPONDEN UMUM

*Keterangan pilihan jawaban :

Nilai Skor untuk angket responden	Jumlah
Sangat Setuju (SS)	4
Setuju (S)	3
Tidak Setuju (TS)	2
Sangat Tidak Setuju (STS)	1

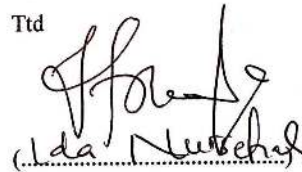
No	Kategori pengujian	SS	S	TS	STS
1.	Apakah anda setuju apabila pembelajaran tentang sampah dijadikan aplikasi berbasis android untuk membantu pembelajaran anak usia dini ?	✓			
2.	Apakah aplikasi game edukasi pilah sampah ini membantu belajar dan juga bermain untuk anak usia dini ?	✓			
3.	Apakah bahasa, kalimat, suara yang digunakan dalam aplikasi game edukasi pilah sampah ini mudah dipahami ?		✓		
4.	Apakah aplikasi mudah dimengerti dan mudah dijalankan atau digunakan ?	✓			
5.	Penggunaan warna dan gambar dalam aplikasi game edukasi pilah sampah ini terlihat jelas ?	✓			
6.	Aplikasi game edukasi pilah sampah ini dapat digunakan dimana saja dan kapan saja ?	✓			
7.	aplikasi game edukasi pilah sampah ini menarik dan tidak membosankan ?	✓			
8.	Apakah aplikasi game edukasi pilah sampah ini sudah sesuai dengan kebutuhan ?	✓			

9.	Apakah aplikasi game edukasi pilah sampah ini mudah digunakan ?	✓			
10.	Secara keseluruhan apakah aplikasi game edukasi pilah sampah ini sangat memuaskan ?	✓			
Jumlah					

Nama : Ida Nursehal
Alamat : Kepuk
Jenis kelamin : Perempuan

Jepara,2020

Ttd


Ida Nursehal

**TABEL INSTRUMEN PENGUJIAN RESPONDEN
UMUM**

*Keterangan pilihan jawaban :

Nilai Skor untuk angket responden	Jumlah
Sangat Setuju (SS)	4
Setuju (S)	3
Tidak Setuju (TS)	2
Sangat Tidak Setuju (STS)	1

No	Kategori pengujian	SS	S	TS	STS
1.	Apakah anda setuju apabila pembelajaran tentang sampah dijadikan aplikasi berbasis android untuk membantu pembelajaran anak usia dini ?	✓			
2.	Apakah aplikasi game edukasi pilah sampah ini membantu belajar dan juga bermain untuk anak usia dini ?	✓			
3.	Apakah bahasa, kalimat, suara yang digunakan dalam aplikasi game edukasi pilah sampah ini mudah dipahami ?	✓			
4.	Apakah aplikasi mudah dimengerti dan mudah dijalankan atau digunakan ?	✓			
5.	Penggunaan warna dan gambar dalam aplikasi game edukasi pilah sampah ini terlihat jelas ?	✓			
6.	Aplikasi game edukasi pilah sampah ini dapat digunakan dimana saja dan kapan saja ?		✓		
7.	aplikasi game edukasi pilah sampah ini menarik dan tidak membosankan ?	✓			
8.	Apakah aplikasi game edukasi pilah sampah ini sudah sesuai dengan kebutuhan ?	✓			

9.	Apakah aplikasi game edukasi pilah sampah ini mudah digunakan ?	✓			
10.	Secara keseluruhan apakah aplikasi game edukasi pilah sampah ini sangat memuaskan ?	✓			
Jumlah					

Nama : Nur Syahlan A.
Alamat : ~~Desa~~ Tanggul, Mijen, Demak
Jenis kelamin : Laki-Laki

Jepara,2020

Ttd


()
(.....)

Foto-Foto



Keterangan : Observasi ke Lokasi



Keterangan : penandatanganan surat perizinan penelitian



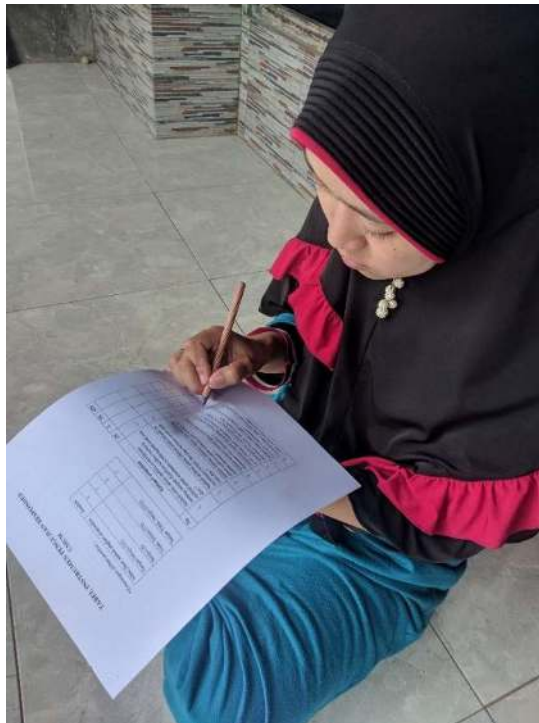
Keterangan : Pengisian Kuesioner Ahli Materi



Keterangan : Pengisian Kuesioner Ahli Materi



Keterangan : Pengisian Kuesioner Ahli Media



Keterangan : Pengisian Kuesioner Responden