

## INTISARI

Penelitian ini bertujuan untuk merancang *game-based learning* monopoli akuntansi pemerintah daerah (POTANDA) sebagai media dalam proses pembelajaran di kelas dan mengetahui tingkat kelayakan *game-based learning* monopoli akuntansi pemerintah daerah. POTANDA dirancang berdasarkan kebutuhan mahasiswa akuntansi sektor publik dengan menggunakan metode *research and development* (R&D) model pengembangan ADDIE (*analysis, design, development, implementation, and evaluation*). Jenis dan sumber data yang digunakan yaitu data primer dan data sekunder dengan teknik pengumpulan data dilakukan yaitu menggunakan kuesioner atau angket melalui *g-form* dan lembar validasi, serta dokumentasi. Data yang diperoleh dari angket dianalisis secara kualitatif. Dalam merancang POTANDA ini dirancang menggunakan *design tools* yaitu *figma* dan *blender* serta dibuat menggunakan mesin cetak dan *unity*. Hasil rancangan POTANDA divalidasi untuk mengetahui tingkat kelayakan berdasarkan penilaian para ahli dengan disertai rekomendasi dan komentar. Berdasarkan penilaian dari ahli materi yang merupakan praktisi dari pemerintah daerah diperoleh hasil penilaian dengan skor rata-rata sebesar 5,0; berdasarkan penilaian dari ahli desain pembelajaran yang merupakan dosen pengampu mata kuliah akuntansi pemerintah daerah diperoleh hasil penilaian dengan skor rata-rata sebesar 4,8; dan berdasarkan penilaian dari ahli media dan komunikasi pembelajaran yang merupakan dosen dari departemen teknik elektro dan informatika SV UGM diperoleh hasil penilaian dengan skor rata-rata sebesar 4,75. Selain itu, hasil rancangan POTANDA juga divalidasi oleh mahasiswa akuntansi sektor publik selaku pengguna melalui uji coba kelompok kecil dan diperoleh hasil penilaian dengan skor rata-rata sebesar 4,6. Kesimpulannya dari hasil penelitian menunjukkan bahwa POTANDA mendapatkan predikat “sangat layak” untuk dijadikan sebagai *game-based learning* berdasarkan hasil validasi oleh tim ahli dan pengguna.

**Kata Kunci:** *Game-based Learning*, Monopoli, Akuntansi Pemerintah Daerah, ADDIE, *QR Code*, *Augmented Reality*.

## ABSTRACT

*This research aims to design game-based learning monopoly of local government accounting (POTANDA) as a media in the learning process in class and determine the feasibility level of game-based learning monopoly of local government accounting. POTANDA is designed based on the needs of public sector accounting students using the research and development (R&D) method of the ADDIE development model (analysis, design, development, implementation, and evaluation). The types and sources of data used are primary data and secondary data with data collection techniques using questionnaires or questionnaires through g-form and validation sheets, as well as documentation. The data obtained from the lift was qualitatively analyzed. In the design of POTANDA this was designed using design tools namely figma and blender as well as made using printing machine and unity. The results of the POTANDA design were validated to determine the level of feasibility based on expert judgment with recommendations and comments. Based on the assessment of material experts who are practitioners from local government, the assessment results with an average score of 5,0; based on the assessment of learning design experts who are lecturers of local government accounting courses, the assessment results with an average score of 4,8; and based on the assessment of media and learning communication experts who are lecturers from the department of electrical engineering and informatics SV UGM, the assessment results with an average score of 4,75. In addition, the POTANDA design was also validated by public sector accounting students as users through small group trials and obtained an assessment result with an average score of 4,6. In conclusion, the results showed that POTANDA received the predicate "very feasible" to be used as a game-based learning based on the results of validation by a team of experts and users.*

**Keywords:** *Game-based Learning, Monopoly, Regional Government Accounting, ADDIE, QR Code, Augmented Reality.*