

ABSTRAK

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PENGEMBANGAN *BOARD GAME* ALAT BANTU EDUKASI PERIKANAN BERKELANJUTAN DALAM PERMAINAN *TABLETOP SIMULATOR*

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(xiii+ 141 halaman; 38 gambar; 30 tabel; 9 lampiran)

Dalam kehidupan sehari-hari, sumber daya perikanan seringkali menjadi salah satu hal penting yang dimanfaatkan. Akan tetapi, pemanfaatan sumber daya perikanan seringkali dilakukan secara berlebihan sehingga perikanan berkelanjutan perlu diterapkan untuk tetap menjaga ketersediaan sumber daya. Selain itu, permasalahan *illegal, unreported, and unregulated (IUU) fishing* dan peran pemerintah turut berpengaruh dalam ketersediaan sumber daya hingga di masa depan. Salah satu media yang dapat dipilih untuk edukasi ketiga tersebut adalah dengan pengembangan permainan papan sebagai alat bantu edukasi yang menarik dan interaktif. Pengembangan permainan papan dilaksanakan pada permainan *Tabletop Simulator* agar dapat dimainkan secara daring dan diawali dengan proses riset awal. Selanjutnya pengembangan dilaksanakan dalam lima tahapan, yakni *concepting, internal playtest, design, prototyping and blind playtest*, dan diakhiri dengan *production and development*. Permainan yang telah dikembangkan bernama “Fissyru” dimana pemain memiliki tujuan untuk memperoleh 100 *point* dengan cara menangkap ikan dalam bentuk kartu. Proses permainan juga dapat dipengaruhi oleh adanya peran pemerintah ataupun *IUU fishing*. Ujicoba permainan dilakukan oleh 12 partisipan yang termasuk dalam generasi Z dan terbagi menjadi 4 sesi permainan. Hasil *pretest* dan *posttest* permainan menunjukkan bahwa permainan berhasil digunakan sebagai alat bantu edukasi dengan adanya peningkatan pengetahuan rata-rata sejumlah 77,73 persen. Selain itu, seluruh bagian permainan berhasil memperoleh nilai lebih dari 90% berdasarkan penilaian partisipan. Dengan demikian, permainan papan telah berhasil digunakan sebagai alat bantu edukasi perikanan berkelanjutan disertai dengan *IUU fishing* dan peran pemerintah untuk perikanan secara menarik dan dapat dimainkan secara daring.

Kata Kunci : Perikanan berkelanjutan, *IUU fishing*, peran pemerintah untuk perikanan, permainan papan, permainan edukasi

Referensi : 43 (2001-2020)

ABSTRACT

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BOARD GAME DEVELOPMENT AS A TOOL TO AID SUSTAINABLE FISHING EDUCATION USING TABLETOP SIMULATOR

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Marine resource is considered to be one of the most commonly used resource to fulfill human daily necessities. However, this global need for marine life results in overfishing that might cause further damage to marine life and environment. To prevent overfishing from happening, education on sustainable fishing practices is important to manage its availability in the future followed with illegal, unregulated, and unreported (IUU) fishing and government's role in fisheries sector as contributing factors in marine life availability. One of the alternative media that can be selected to aid in the educational process of those concept is an online board game as a form of fun and interesting learning method. The board game was then developed using an online game with the name of Tabletop Simulator and the development process was started with preliminary research. Afterwards, board game development process was conducted through five different process consisting of: concepting, internal playtest, design, prototyping and blind playtest, and ended with production and development. The board game development process results in a board game called Fissyeru in which players are tasked to gain 100 points by catching fishes represented by cards. However, fishery conducted by players might be impacted by the presence of IUU fishing or government's role. Testing was conducted with 12 participants from generation Z, divided into 4 separate game sessions. Pretest and posttest results provide information that the board game has been successfully used as a tool to aid in the educational process with the increase of average knowledge level by 77.3%. Each and every part of the board game also scored more than 90% based on the assessment given by the participants. Based on the results, the board game has been successfully used as a tool to aid in the education of sustainable fishing as well as IUU fishing and government's role in fisheries.

Keywords : Sustainable fishing, IUU fishing, government's role in fisheries, board game, educational game

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