

**Analisa Usability Game Jeblos Sebagai Media Pembelajaran Untuk
SMA/SMK Menggunakan Metode *Heuristic Evaluation* (Usability Analysis
OfJeblos Game As A Learning Medium For High School / Vocational School
Using The Heuristic Evaluation Method)**
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ABSTRACT

The development of science that continues to increase so quickly is certainly accompanied by rapidly developing technological advances. With the development of information technology, there is also an increase in increasingly modern ways of learning that can help daily human activities. What can be seen today is the learning process using game-based technology media which until now the interest in games from all ages is increasing every day. Jeblos game is one of the python programming learning media for students of SMA 3 Negeri Bondowoso which has felt the usefulness of the jeblos game so that it helps make programming learning easier for teachers or students. SMA 2 Negeri Jember and SMK 2 Negeri Jember are one of the schools that in learning programming still use conventional learning, Where students still find it difficult to understand programming learning material because programming learning includes the latest learning for students entering high school. This research was conducted to determine the benefits of using the Jeblos game as a learning medium for Python programming for high school / vocational students.

Keywords :*Usability Analysis, Heuristic Evaluation, Game Jeblos, SMA / SMK.*