



**THE EFFECTIVENESS OF THE *BOARD GAME "EChEP"*  
METHOD AS A LEARNING MEDIA IN BASIC CHEMISTRY  
COURSES FOR ENGINEERS**

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**ABSTRACT**

*Board game is a game where pieces are moved or placed on a "pre-marked" surface or board, according to predefined rules. Board games, which emphasize reasoning as well as choice of strategy, have potential educational uses. The experiment aims to determine the effectiveness of the board game learning method for basic chemistry course materials for new students majoring in department engineering to produce board game products for basic chemistry course materials for new chemical engineering students. Experiments were carried out with variables based on characteristics and gender. The tests carried out are pre-test, game test, and post test. The results of the media validation test for lecturers at the Semen Indonesia International University based on the assessment on the questionnaire were 50% of 100%, (good regulation). Based on the accumulated scores of the game-test and post-test, it can be concluded that the average index score for male students is more than that of female students, namely 17.83 for male students and 15.67 for female students.*

Keyword : *Board game, Chemistry, Effectiveness, Test*