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Development Of The "Car Parking Career" Game Media For Further Study Selection

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Abstract

This study was motivated by the suboptimal understanding among SMAS Budi Satrya students regarding the diversity of higher education options and career planning aligned with their interests and personal potential. The study aimed to assess the feasibility and practicality of the Car Parking Career game-based medium. A Research and Development (R&D) approach using the 4D model (Define, Design, Develop, Disseminate) was employed. Data collection involved subject matter experts, media experts, and student response questionnaires, with analysis conducted using a Likert scale. Overall, the results consisting of subject matter expert validation (86.67%), media expert validation (88.57%), teacher feedback (85%), and feedback from 30 students (95.20%) demonstrate that the group-based Car Parking Career game meets the criteria for validity and practicality. Product feasibility was confirmed by expert validation ratings in the highly feasible category, while practicality was proven by positive feedback from guidance counselors and students following the medium's use. Consequently, the group based Car Parking Career game is deemed valid, practical, and highly suitable as an innovative tool for career guidance and counseling services to facilitate students' understanding and selection of higher education paths.

Keywords: Car Parking Career, Game based Medium, Career Guidance, Higher Education Selection, 4D Model.

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INTRODUCTION

Higher education is phase crucial in journey life someone who functions as bridge main going to independence economy and actualization self (Rini et al., 2024) . However , the transition from school medium heading to university often colored by uncertainty and pressure big psychological for student (Mustika, 2024) . A phenomenon that often occurs appear on the field show that Lots student feel isolated from his future Alone Because lack of understanding deep about relevance between studies taken with vision career term long (Febliza et al., 2021) .

Development of the world of education in the era of globalization demand participant educate For capable planning for the future in a way mature , especially in determine choice education after finish education medium (Hidayati et al., 2025) . Selection of universities and study programs be one of decision important things that can influence development career someone in the future (Zavadskas et al., 2022) . Therefore that ,students need own good understanding about interests ,talents , and opportunity education available in order to be able to determine the right choice(Mikami et al., 2010)

The phenomenon that occurred at SMAS Budi Satrya The gap information often become inhibitor main for students at Budi Satria High School in mapping the future they . Although school has provide service guidance counseling , many students who are still feel foreign with study program specifications at universities tall (Lili, 2026) .

Phenomenon This seen moment student class XII starts feel anxious and confused when requested determine choice studies further , which culminates in the taking of hasty decision without consideration ripe , especially parental expectations and trends Friend peers (Dimas, 2026) . In the competitive environment of SMAS Budi Satrya , it is often found students who choose major popular like Medical or Technique only Because follow footsteps Friend or parental coercion , without understand whether interest and talent student in harmony with demands academic in the department the (Kameila et al., 2025) .

The presence of the media idea *"Car Parking Career"* is response to need will gamification in guidance career . At SMAS Budi Satrya , students tend more responsive to learning that is collaborative and competitive . Game media *a board game* that simulates the strategy of " parking " the future in the right direction expected capable break stiffness information and provide experience learn more deep through visual simulation (Morgan, 2022) .

In a way Overall , the development of this media aim For bridge between academic data objective with preference subjective students . By integrating draft game to in election studies further , it is hoped Budi Satrya Model High School students do not Again trapped in phenomenon follow suit

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(Firdaus, 2025) . This media projected become solution practical that can assisting the guidance and counseling teacher in give more guidance effective , measurable , and fun for all over student (Ramos & Fernández, 2022) .

Problems in determine choice studies further also related close with ability taking decision career student (Aini et al., 2025) . Ability This includes the process of understanding self , evaluate various alternative education , as well as consider consequence from choices made (Syarqawi, 2019) If student No own skills taking decision good career , then possibility occurrence error in choose track education will the more big (Sari et al., 2021)

According to Usman, (2020) Show that low planning career can cause student choose track education that is not in accordance with interests and potential (Pasmawati, 2018) . Condition the confirm importance the existence of strategies or media that can help student in understand various choice career and education in a way more effective (Zavadskas et al., 2022) .

Furthermore Mardhiah, (2024) Explain that availability information education and job market own role important in help student determine choice education . Without existence access clear and easy information understood , students tend make decision based on influence environment or just follow Friend peers (Masdonati et al., 2022) . This matter show that the university selection process requires support systematic and interesting information for student (Rini et al., 2024) .

Guidance and counseling that is giving assistance by counselors to counselee so that can finish related issues with self yourself , for example related with role important in help student planning for the future education and career (Ariyanti, 2024) . However , the delivery service career often still use method conventional like lecture or delivery information in a way One direction (Syarqawi, 2023) . The method sometimes not enough interesting for student so that they not enough involved in a way active in the learning process about planning career (Mustika, 2024) .

Along with development technology education , various learning media innovation start developed For increase involvement student in the learning process , including in service guidance career (Mustika et al., 2023) . One of the many approaches used is use of game media (*game-based learning*) (Haryati, 2012) .. Game media assessed capable create atmosphere learn more interactive , fun , and can increase motivation student in understand material learning (Sarasvati, 2024) .

Rini (2024) Show that game media development in service guidance career can increase ability taking decision career student in a way significant . Game media allows student For Study through experience directly , do exploration options , as well as understand connection between interests , abilities , and choices education in a way more deep (Dewi, 2017) .

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Procedures Game *Car Parking Career* is a guidance medium career based simulation designed group For help student recognize type personality and studies carry on college appropriate height (Van Praag & Clycq, 2020) . In its implementation , participants shared become a number of a group consisting of from six people and line up in the *starting area* For determine type personality the beginning of each with help sheet RIASEC information (Kamaluddin, 2021) .

Every round started with determination turn step through *hompipa* , where the winning player entitled proceed One steps and mandatory finish challenge on the box obstacle like answer question around interests and challenges career in limitation 10 seconds to get continue journey towards the *finish* line (sandowil et al., 2021) . At the point end , successful participants finish all over obstacle will match type personality they with six card choice majors available at the table if major sought Not yet appropriate , students pushed For reflect return choice they or repeat games for understanding a better self ripe (Dondi & Moretti, 2007) .

In this game, students are presented with a choice of universities with varying characteristics, such as admission difficulty, cost, and career opportunities (Zhang et al., 2021) . Students, acting as drivers, must analyze the information cards and overcome obstacles to reach their destination. Through this simulation, students subconsciously practice strategic decision-making, critically processing information, and recognizing the consequences of each university choice.

RESEARCH METHODS

Study This use approach *research and development (r&d)* for developing a game media " *car parking career* " which aims For election department . Research follow the 4d model *(define, design, develop, disseminate)* according to guide Sugiyono emphasized media development in general systematic , trial and evaluation its effectiveness (Sugiyono, 2019) . Subject study is student class XII at SMAS Budi Satrya as many as 30 students participated service guidance classical . Guidance and counseling teachers are also involved as a media validator and observer for evaluate student (Yusuf, 2016) . Research carried out in the room school classes and guidance rooms .

RESULTS AND DISCUSSION

Results

Study This done at SMAS Budi Satrya Jl. Letda Sujono No. 166. Village/ Sub-district , : Bandar Selamat. District / City: Medan Tembung District . As for the technique *technical* data collection data collection was carried out with use sheet validation by two experts , namely expert materials and

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media experts , as well as questionnaire response students . Analysis Techniques this , using scale *Likert* used researchers For review the collected data from the validator.

At the stage *define* , researcher do analysis need through observation class , interview deep with the guidance and counseling teacher, as well as distribution questionnaire to 30 students Class XII SMAS Budi Satrya . Analysis results show that students really need learning media interesting , fun , and involving guidance activity discussion group dynamic so that students more active and focused during activity guidance career ongoing .

Next at the stage *design* , researcher start designing form beginning from guidance media prototype career interactive . The media is designed with draft simulation exploration combined career with material strengthening understanding choice college high , study program , and job opportunities for student class XII. Media used modern and representative visual design with combination proportional colors to make it attractive attention as well as in accordance with characteristics student SMAS Budi Satrya level . Guidance media prototype career interactive This consists of on a number of component main , namely :



Image: Car Parking Career Information



Card Image Meaning of RIASEC

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Challenge Card Image

Product Feasibility and Practicality Test Description

Table 1 Validation by Media Expert Mrs. Fitria Umami, M.Pd

Total Score	Average	Percentage	Criteria
56	56	62.22%	Quite Decent

Validation results obtained from lecturer expert material show indicators that are assessed in aspects This is Eligible. The total number of scores obtained from lecturer expert material Fairly Adequate. The total score obtained by the media expert lecturer was 56 with an average score of 56 with a percentage of 62.22%. After being converted to a scale of 5, it shows the Fairly Adequate criteria. Based on the validation results, the media expert lecturer concluded that *the Car Parking Career* Game Media Development is Fairly Adequate for use.

Image of Media Revision Results Based on Media Validator Input

Parking Car Media Does Not Use Waterproof Paper Material	

Based on results validation media expert after done revision according to the validator's suggestion, obtained very significant improvement across the board aspect assessment. Improvement

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focused on media display , ease of use use , suitability content , and improvement media effectiveness in support service guidance and counseling and selection career student .

Table 3 Media Validation After Revision by Mrs. Fitria Umami, M.Pd

Total Score	Average	Percentage	Criteria
70	62	88.57%	Very Worthy

Percentage eligibility obtained from amount scores obtained compared to with score maximum on each aspect assessment . Based on results validation media expert after revision , obtained average percentage of 88.57% with Very worthy category . This result show that the game media *Car Parking Career* based group has experience optimal refinement after done revision based on input media experts . All aspect evaluation experience improvement and achievement very suitable category , so the media is declared very good For used in service guidance and counseling , especially in strengthening election career student .

Table 4 Validation of Material Expert Mr. Muhammad Putra Dinata Saragih M.Pd

Total Score	Average	Percentage	Criteria
75	65	86.67%	Very Worthy

Based on the results of the validation by material experts, an average percentage of 86.67% was obtained , categorized as Very Appropriate . These results indicate that the material contained in the *Car Parking Career game media* is in accordance with the indicators of career understanding and exploration of college majors for students.

DISCUSSION

The results of this study aim to interpret the development of a group-based Car Parking Career game media for students' further study choices at Budi Satrya Senior High School. The discussion is based on the results of needs analysis, prototype development, expert validation, product revision, and limited trials through teacher and student responses.

Khoirun Nisa's (2026) research, "Development of the Education Monopoly (Edupoli) Game Media to Improve the Decision-Making of Junior High School Students for Further Study," developed the Education Monopoly (Edupoli) game media to improve the decision-making of junior high school students for further study. The Education Monopoly (EDUPOLI) game media was declared effective in improving the decision-making of students for further study, as evidenced by the Wilcoxon test results

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showing a significance value of p = 0.012 (<0.05), indicating a very significant difference in the improvement of students' decision-making.

Furthermore, Utami et al. (2024) conducted a study entitled "Building Confidence in Choosing Higher Education for Further Study." The results of the mentoring activities showed an increase in students' awareness regarding their ability to align their choice of major with their personal circumstances (potential, interests, talents), and even their economic situation. This study aimed to foster motivation and confidence in selecting a major or study program that had been considered.

These findings align with the career development theory proposed by Donald Super (1980), which explains that high school-aged adolescents are in the exploration stage, a stage when individuals begin to consider various career alternatives, identify their interests and abilities, and explore college majors as preparation for the future. Therefore, career guidance services at the high school level need to be packaged in an engaging, interactive format that encourages reflection and active discussion among students.

The validation results from material experts showed a percentage of 86.67%, categorized as Very Appropriate. These results indicate that the material contained in the media aligns with the objectives of career guidance services, indicators of understanding of majors, and the developmental characteristics of high school students. The aspects of material suitability, accuracy of information on majors and job prospects, presentation, language, and usefulness received excellent ratings. This assessment indicates that the material presented meets the content suitability standards for use in guidance and counseling services.

Furthermore, the media expert validation results showed a score of 88.57%, categorized as Very Suitable. This assessment indicated that the appearance, visual design, color harmony, game board layout, ease of use of the device, and overall product quality met the standards for appropriate learning media. These results indicate that the developed media is not only suitable in terms of content, but also in terms of visual aspects, technical use, and physical durability.

After being declared suitable by the material and media experts, the product was tested on a limited basis with guidance and counseling teachers and students at Budi Satrya Senior High School. The guidance and counseling teachers received a total score of 35 out of a maximum of 50, with 85% categorized as Very Practical. The teachers considered the media very practical, easy to use, engaging, and facilitated guidance and counseling teachers in delivering material on selected majors in a more structured and effective manner. These results indicate that the media has a very high level of practicality for implementation within guidance and counseling services.

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Student responses from 30 respondents showed a total score of 1,428 out of a maximum score of 1,500, with a feasibility percentage of 95.20%, categorized as Very Practical. The positive response from the 30 students was evident in their high level of interest in the media, ease of understanding the game rules, increased learning motivation, active discussion, and ease of understanding the overview of majors and career prospects. These results indicate that the developed media aligns with the needs and characteristics of high school students who require interactive simulation media to solidify their major decisions.

In line with research by Putri & Khusumadewi (2024), validation and trial results indicate that the use of game-based guidance media is effective and practical for use in guidance and counseling services. Practicality assessments by guidance and counseling teachers (85%) and students (95.20%) support research that suggests interactive educational media can facilitate teachers in delivering career guidance material in a more structured and systematic manner. Overall, the results of the validation by material experts (86.67%), validation by media experts (88.57%), teacher responses (85%), and responses from 30 students (95.20%) showed that the Car Parking Career game media is based on The group-based game met the criteria for validity and practicality. The product's feasibility was demonstrated by the expert validation results, which were categorized as very feasible. The product's practicality was demonstrated by the positive responses from guidance counselors and students after using the media. Therefore, the group-based Car Parking Career game is suitable for use as a guidance and counseling service for students choosing majors at SMAS Budi Satrya.

The limitations of this study lie in the limited trial implementation at one school, SMAS Budi Satrya, with a sample size of 30 students. Furthermore, this study focused on the development and practicality testing stages of the product, thus failing to measure the effectiveness of the media in increasing independence in choosing majors through a controlled experiment design. Therefore, further research is needed to test the media's effectiveness across a broader range of subjects.

CONCLUSION

The results of this study The product consisting of a game board with a parking area concept, miniature cars, major/challenge cards, and this guidebook is proven to meet the criteria for validity and very high practicality. Overall, the results of material expert validation (86.67%), media expert validation (88.57%), teacher responses (85%), and 30 students' responses (95.20%) indicate that the group-based Car Parking Career game media has met the valid and practical criteria. The feasibility of the product is shown through the results of expert validation which is in the very feasible category.

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