

**PENGEMBANGAN MEDIA PEMBELAJARAN *GAME* EDUKASI
BERBASIS *WEBSITE* PADA MUATAN IPA MATERI SISTEM
PENCERNAAN MANUSIA SISWA KELAS V SEKOLAH DASAR
NEGERI 1 SIBANGKAJA**

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ABSTRAK

Kurangnya variasi media pembelajaran yang mengikuti perkembangan era digital dan dapat mengaktifkan siswa di dalam kelas khususnya pada muatan IPA berdampak pada hasil belajar siswa. Penelitian ini bertujuan menganalisis validitas media pembelajaran *game* edukasi berbasis *website*. Pengembangan Media pembelajaran *game* edukasi berbasis *website* menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek uji coba penelitian ini adalah 1 orang ahli isi pembelajaran, 1 orang ahli desain instruksional, 1 orang ahli media pembelajaran, 3 orang uji coba perorangan dan 9 orang uji coba kelompok kecil. Metode pengumpulan data yang digunakan adalah kuesioner dengan teknik analisis data deskriptif kuantitatif. Hasil penelitian menurut subjek penelitian berturut-turut 97,50% (sangat baik), 100% (sangat baik), 100% (sangat baik), 97,50% (sangat baik) dan 96,94% (sangat baik). Maka disimpulkan media pembelajaran *game* edukasi berbasis *website* pada muatan IPA materi sistem pencernaan manusia layak untuk digunakan di kelas V SD. Implikasi penelitian ini memberikan media pembelajaran yang dapat digunakan pada era digital yang mampu mengaktifkan siswa dalam proses pembelajaran serta memotivasi siswa untuk belajar sehingga meningkatkan hasil belajar siswa.

Kata kunci : *game* edukasi, *website*, IPA

**DEVELOPMENT OF EDUCATIONAL GAME LEARNING MEDIA BASED
ON WEBSITES ON HUMAN DIGESTIVE SYSTEM MATERIALS IPA
STUDENTS IN CLASS V ELEMENTARY SCHOOL 1 SIBANGKAJA**

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ABSTRACT

Student learning results are impacted by a lack of a variety of learning media that reflect the evolution of the digital era and can engage students in the classroom, especially in science content. The purpose of this study is to assess the reliability of game-based instructional websites. The ADDIE approach was used to create a game-based instructional website (Analyze, Design, Development, Implementation, Evaluation). One learning content expert, one instructional design expert, one instructional media expert, three solo trials, and nine small group trials were the topics of this study trial. A questionnaire was utilized to collect data, which was then analyzed quantitatively and descriptively. The results according to research subjects were 97.50% (very good), 100% (very good), 100% (very good), 97.50% (very good) and 96.94% (very good). It was concluded that the game-based educational website on the science content of the human digestive system material was appropriate for usage in fifth grade elementary school. The research's implications are that it provides learning material that can be used in the digital era to engage students in the learning process and motivate them to learn in order to improve student learning results.

Keywords: *educational game, website, science*