

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS GAME
EDUKASI DUA DIMENSI PADA MUATAN BAHASA *INGGRIS* MATERI
PENGENALAN KOSA KATA SISWA KELAS VI
SD No. 1 MEKAR BHUANA KABUPATEN BADUNG**

Oleh

I Gusti Ayu Bintang Setya Dewi, NIM 1811031301

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Ganesha

ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengetahui (1) Rancang bangun pengembangan multimedia berbasis game edukasi dua dimensi pada muatan bahasa Inggris materi pengenalan kosa kata siswa kelas VI SD No 1 Mekar Bhuana, (2) mengetahui kelayakan isi, desain dan media pembelajaran multimedia berbasis game edukasi dua dimensi pada muatan bahasa *Inggris* materi pengenalan kosa kata siswa kelas VI SD No 1 Mekar Bhuana. Subjek uji coba penelitian pengembangan ini yaitu ahli isi pembelajaran, desain pembelajaran, ahli media pembelajaran dan siswa kelas VI SD No.1 Mekar Bhuana. Penelitian ini menggunakan model pengembangan ADDIE (*analyze, design, development, implementation, evaluation*) sebagai langkah-langkah sistematis pada proses pengembangan produk. Metode pengumpulan data pada penelitian ini menggunakan metode observasi, kuisioner/angket dan wawancara. Teknik analisis data menggunakan teknik deskriptif kualitatif dan teknik analisis deskriptif kuantitatif. Hasil penelitian pengembangan multimedia interaktif berbasis game edukasi meliputi hasil (1) Deskripsi proses pengembangan multimedia interaktif berbasis game edukasi yaitu tahapan analisis, desain, pengembangan, implementasi dan evaluasi. (2) Game edukasi dinyatakan layak berdasarkan hasil uji coba produk yang di antaranya: (a) Hasil penilaian ahli isi pembelajaran memperoleh persentase skor 100% dengan kualifikasi sangat baik, (b) Hasil penilaian ahli desain pembelajaran diperoleh skor 88,88% dengan kualifikasi baik, (c) Hasil penilaian media pembelajaran memperoleh persentase skor 97,50% dengan kualifikasi sangat baik, (c) Hasil penilaian siswa melalui uji coba perorangan memperoleh persentase skor 92,42% dengan kualifikasi sangat baik, dan (3) Hasil penilaian siswa melalui uji coba kelompok kecil memperoleh skor 90,40% dengan kualifikasi sangat baik. Adapun saran yang dapat diberikan dari hasil penelitian ini yakni kepada kepala sekolah, guru, dan peneliti lain agar hasil penelitian ini dapat dimanfaatkan untuk memberikan fasilitas pada guru dalam proses pembelajaran dan agar dapat dijadikan referensi untuk melakukan penelitian yang lebih inovatif.

Kata – Kata Kunci: Pengembangan, Game edukasi, Bahasa Inggris

ABSTRACT

This development research aims to find out (1) the design of multimedia development based on two-dimensional educational games on the content of English language material for the introduction of vocabulary for sixth grade students of SD No. 1 Mekar Bhuana, (2) determine the feasibility of content, design and multimedia learning media based on educational games. two dimensions on the English content of the material for introducing the vocabulary of sixth grade students of SD No. 1 Mekar Bhuana. The trial subjects of this development research were learning content experts, instructional design experts, instructional media experts and sixth grade students of SD No.1 Mekar Bhuana. This study uses the ADDIE development model (analyze, design, development, implementation, evaluation) as systematic steps in the product development process. The method of data collection in this study used the method of observation, questionnaires/questionnaires and interviews. The data analysis technique used qualitative descriptive techniques and quantitative descriptive analysis techniques. The results of the research on the development of interactive multimedia based on educational games include the results of (1) a description of the process of developing interactive multimedia based on educational games, namely the stages of analysis, design, development, implementation and evaluation. (2) Educational games are declared feasible based on the results of product trials which include: (a) The results of the assessment of the learning content experts obtained a percentage score of 100% with very good qualifications, (b) The results of the assessment of the learning design experts obtained a score of 88.88% with qualifications good, (c) The results of the assessment of learning media obtained a percentage score of 97.50% with very good qualifications, (c) The results of student assessments through individual trials obtained a percentage score of 92.42% with very good qualifications, and (3) The results of student assessments through small group trials obtained a score of 90.40% with very good qualifications. The suggestions that can be given from the results of this study are to principals, teachers, and other researchers so that the results of this research can be used to provide facilities to teachers in the learning process and so that they can be used as references for conducting more innovative research.

Keywords: Development, Educational Game, English