

**PENGEMBANGAN MEDIA *INTERACTIVE BOARD GAME*
BERBASIS *PHENOMENON BASED LEARNING* UNTUK
MENGATASI *LEARNING LOSS* SISWA KELAS IV SD
NEGERI 5 BANYUNING**

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ABSTRAK

Tujuan penelitian ini adalah menghasilkan media pembelajaran berbasis *Phenomenon Based Learning* yang dapat mengatasi permasalahan *Learning loss* pada siswa kelas IV sekolah dasar. Model pengembangan pada penelitian ini yaitu ADDIE (*Analyze, Design, Development, Implementation, Evaluation*) dengan subjek penelitian yaitu ahli, praktisi, dan siswa. Teknik pengumpulan data yang digunakan yaitu kuesioner dan tes. Hasil dari penelitian ini yaitu (1) media *Interactive Board Game* yang memuat materi Tumbuhan Sumber Kehidupan di Bumi Kelas IV Sekolah Dasar Kurikulum Merdeka. (2) analisis validitas media *Interactive Board Game* yang mendapatkan nilai rata-rata oleh ahli materi sebesar 95%, oleh ahli desain pembelajaran sebesar 92,50%, dan oleh ahli media pembelajaran sebesar 95,31%. Rata-rata persentase ketiga ahli tersebut sebesar 94,27% sehingga media dikategorikan sangat baik. (3) analisis kepraktisan dari aspek guru menunjukkan nilai sebesar 93,75% sehingga dikategorikan sangat baik (4) analisis kepraktisan dari aspek siswa secara perorangan dan kelompok kecil sebesar 88,20% dan 87,73% sehingga dikategorikan baik. Serta (5) analisis efektivitas media melalui uji-t berkorelasi yang mendapatkan nilai signifikansi (Sig. 2-tailed) sebesar 0,000, sehingga media *Interactive Board Game* dinyatakan efektif untuk mengatasi *learning loss*.

Kata Kunci: Media, PhBL, *Learning Loss*, Game

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ABSTRACT

The purpose of this study is to produce *Phenomenon-Based Learning-based* learning media that can overcome the problem of *Learning loss* in grade IV elementary school students. The development model in this study is ADDIE (*Analyze, Design, Development, Implementation, Evaluation*) with research subjects, namely experts, practitioners, and students. The data collection techniques used are questionnaires and tests. The results of this study are (1) *Interactive Board Game* media containing material on Life Source Plants on Earth Grade IV Independent Curriculum Elementary School. (2) analysis of the validity of *Interactive Board Game* media which received an average score by material experts of 95%, by learning design experts of 92.50%, and by learning media experts of 95.31%. The average percentage of the three experts is 94.27% so the media is categorized as very good. (3) practicality analysis from the teacher aspect showed a score of 93.75% so that it was categorized as very good (4) practicality analysis from the aspect of individual and small group students of 88.20% and 87.73% so that it was categorized as good. As well as (5) media effectiveness analysis through correlated t-tests that get a significance value (Sig. 2-tailed) of 0.000, so that interactive *board game* media is declared effective for overcoming *learning loss*.

Keywords: Media, PhBL, Learning Loss, Games