

**PENGEMBANGAN MEDIA PEMBELAJARAN GAME EDUKASI PADA
PELAJARAN TEMATIK UNTUK SISWA KELAS IV SD NEGERI 1 BANJAR
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ABSTRAK

Penelitian ini bertujuan untuk: (1) menghasilkan produk media pembelajaran game edukasi pada pelajaran tematik, (2) mengetahui proses pengembangan dan validitas media pembelajaran game edukasi pada pelajaran tematik, (3) mengetahui keefektifan dari penggunaan media pembelajaran game edukasi pada pelajaran tematik di SD Negeri 1 Banjar Bali. Jenis penelitian ini adalah pengembangan dengan menggunakan model *Hannafin and Peck* yang terdiri dari tiga tahap, yakni analisis kebutuhan (*Need Assessment*), desain (*Design*), pengembangan dan implementasi (*Development and Implementation*). Subjek penelitian adalah 1 orang ahli isi pembelajaran, 1 orang ahli desain pembelajaran, 1 orang ahli media pembelajaran, 3 orang uji coba perorangan, 6 orang uji coba kelompok kecil, dan 15 orang uji coba lapangan. Adapun metode pengumpulan data yang digunakan dalam penelitian ini adalah: (1) metode angket atau kuesioner, (2) metode observasi, (3) metode wawancara, dan (4) tes tertulis. Pada instrument pengumpulan data yang digunakan yaitu: (1) angket atau kuesioner, (2) observasi, (3) wawancara, (4) tes. Dalam penelitian ini digunakan 3 teknik analisis data, yaitu teknik analisis deskriptif kualitatif, analisis statistik deskriptif kuantitatif, dan analisis statistik inferensial (uji-t berkorelasi). Hasil penelitian menunjukkan bahwa media pembelajaran game edukasi dinyatakan valid dengan hasil *review* ahli isi diperoleh 95,50% dengan kualifikasi sangat baik, ahli desain pembelajaran diperoleh 88,00% dengan kualifikasi baik, ahli media pembelajaran 94,67% dengan kualifikasi sangat baik. Persentase diperoleh dari hasil uji coba perorangan yaitu 92,67% dengan kualifikasi sangat baik. Hasil uji coba kelompok kecil yaitu 95,17% dengan kualifikasi sangat baik. Hasil uji coba lapangan yaitu 95,70% dengan kualifikasi sangat baik. (3) Efektifitas game edukasi yang dikembangkan diperoleh nilai $t_{hitung} = 16,689$, lebih besar dari $t_{tabel} = 2,145$. Hal ini menunjukkan bahwa H_0 ditolak dan H_1 diterima. Dengan demikian game edukasi terbukti efektif secara signifikan dapat meningkatkan hasil belajar tematik dan media pembelajaran game edukasi ini layak digunakan sebagai sumber belajar.

Kata Kunci: Pengembangan, Game Edukasi, Tematik, *Hannafin and Peck*

**DEVELOPMENT OF EDUCATIONAL GAME LEARNING MEDIA ON
THEMATIC LESSONS FOR GRADE IV STUDENTS OF PUBLIC
ELEMENTARY SCHOOL 1 BANJAR BALI IN THE 2021/2022 SCHOOL
YEAR**

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ABSTRACT

This study aims to: (1) produce educational game learning media products in thematic lessons, (2) determine the development process and validity of educational game learning media in thematic lessons, (3) determine the effectiveness of using educational game learning media in thematic lessons at SD Negeri 1 Banjar Bali. This type of research is development using the Hannafin and Peck model which consists of three stages, namely need analysis, design, development and implementation. The research subjects were 1 learning content expert, 1 learning design expert, 1 learning media expert, 3 individual trials, 6 small group trials, and 15 field trials. The data collection methods used in this study are: (1) questionnaire method, (2) observation method, (3) interview method, and (4) written test. The data collection instruments used are: (1) questionnaire, (2) observation, (3) interview, (4) test. In this study, 3 data analysis techniques were used, namely qualitative descriptive analysis techniques, quantitative descriptive statistical analysis, and inferential statistical analysis (correlated t-test). The results showed that the educational game learning media was declared valid with the results of the content expert review obtained 95.50% with very good qualifications, learning design experts obtained 88.00% with good qualifications, learning media experts 94.67% with very good qualifications. The percentage obtained from the results of individual trials is 92.67% with very good qualifications. The results of the small group trial were 95.17% with very good qualifications. The results of the field trial were 95.70% with very good qualifications. (3) The effectiveness of the educational game developed obtained a t-count value = 16.689, greater than the t-table = 2.145. This indicates that H₀ is rejected and H₁ is accepted. Thus educational games are proven to be significantly effective in improving thematic learning outcomes and this educational game learning media is suitable for use as a learning resource.

Keywords: Development, Educational Game, Thematic, Hannafin and Peck