

**PENGEMBANGAN MEDIA MONOPOLI EDUTAINMENT DAN  
IMPLEMENTASINYA MELALUI MODEL *COURSE REVIEW HORAY*  
PADA PEMBELAJARAN MENULIS BAHASA INDONESIA**

Oleh

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**ABSTRAK**

Kajian ini mempunyai tujuan untuk (1) mengetahui rancangan bangun media monopoli edutainment (2) mengetahui validitas media monopoli edutainment (3) mengetahui kepraktisan media monopoli edutainment (4) mengetahui efektivitas media monopoli edutainment. Kajian ini termasuk penelitian pengembangan dengan pemodelan ADDIE yakni *Analyze, Design, Development, Implementation, Evaluation*. Data yang dihimpun dalam kajian ini ialah data kuantitatif serta kualitatif. Pengumpulan data mempergunakan pendekatan wawancara, observasi, kuesioner, tes lembar kerja menulis, tes objektif pilihan ganda. Analisis data yang dipergunakan ialah deskriptif kualitatif dan kuantitatif serta statistika inferensial (uji-t). Hasil uji validitas dari Ahli materi 1 mendapat skor 100% berkualifikasi sangat baik, ahli materi 2 mendapat skor 95% berkualifikasi sangat baik, ahli media mendapatkan skor 81,25% berkualifikasi baik, uji coba respon guru mendapat skor 91,67% berkualifikasi sangat baik, uji coba siswa mendapat skor 91,94% berkualifikasi sangat baik, uji kepraktisan mendapat skor 99,7% berkualifikasi sangat baik, uji coba perorangan mendapat skor 93,6% berkualifikasi sangat baik, uji coba kelompok kecil mendapat skor 91% berkualifikasi sangat baik serta uji efektivitas mendapat  $t_{hitung} = 1,09$  pada  $dk = 60$  Sig. 5% angka batas penolakan  $H_0$  senilai 2,00 maknanya terdapat perubahan secara signifikan sebelum serta setelah mempergunakan media monopoli edutainment. Maka bisa ditarik simpulan bahwasanya media monopoli edutainment efektif diimplementasikan dalam kegiatan belajar menulis Bahasa Indonesia siswa kelas V di SD No. 2 Blahkiuh.

**Kata kunci:** ADDIE, Monopoli Edutainment, *Course Review Horay*, Menulis Bahasa Indonesia

**THE DEVELOPMENT OF EDUTAINMENT MONOPOLY MEDIA AND ITS  
IMPLEMENTATION THROUGH COURSE REVIEW HORAY MODEL IN  
LEARNING INDONESIAN WRITING**

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**ABSTRACT**

*This study aims to (1) determine the design of edutainment monopoly media (2) determine the validity of edutainment monopoly media (3) determine the practicality of edutainment monopoly media (4) determine the effectiveness of edutainment monopoly media. This study includes development research with ADDIE modeling, namely Analyze, Design, Development, Implementation, Evaluation. The data collected in this study are quantitative and qualitative data. Data collection utilized interview, observation, questionnaire, writing worksheet test, multiple choice objective test. Data analysis used is descriptive qualitative and quantitative and inferential statistics (t-test). The validity test results from material expert 1 scored 100% qualified very well, material expert 2 scored 95% qualified very well, media expert scored 81.25% qualified well, teacher response trial scored 91.67% qualified very well, student trial scored 91.94 qualified very well, practicality test scored 99.7% qualified very well, individual trial scored 93.6% qualified very well, small group trial scored 91% qualified very well and effectiveness test got titung = 1.09 at dk = 60 Sig. 5% H0 rejection limit number worth 2.00, meaning that there is a significant change before and after using edutainment monopoly media. So it can be concluded that edutainment monopoly media is effectively implemented in learning activities to write Indonesian language for fifth grade students at SD No. 2 Blahkiuh.*

**Keywords:** ADDIE, Edutainment Monopoly, Course Review Horay, Indonesian Writing