

**PENGEMBANGAN MEDIA GAME EDUKASI BERBASIS WEB UNTUK
MENINGKATKAN AKTIVITAS DAN HASIL BELAJAR SISWA PADA
MATERI IPAS KELAS IV SEKOLAH DASAR**

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ABSTRAK

Tujuan penelitian ini adalah (1) mendeskripsikan hasil rancang bangun pengembangan media game edukasi berbasis web untuk meningkatkan hasil belajar siswa kelas IV SD pada materi IPAS, (2) mendeskripsikan hasil keberterimaan dari para ahli terkait desain pengembangan media game edukasi berbasis web untuk meningkatkan hasil belajar siswa kelas IV SD pada materi IPAS, (3) mendeskripsikan peningkatan aktivitas belajar siswa setelah dilakukan implementasi pengembangan media game edukasi berbasis web untuk meningkatkan hasil belajar siswa kelas IV SD pada materi IPAS, (4) mendeskripsikan peningkatan hasil belajar siswa setelah dilakukan implementasi pengembangan media game edukasi berbasis web untuk meningkatkan hasil belajar siswa kelas IV SD pada materi IPAS, dan (5) mendeskripsikan secara simultan peningkatan aktivitas belajar dan hasil belajar siswa setelah dilakukan implementasi pengembangan media game edukasi berbasis web untuk meningkatkan hasil belajar siswa kelas IV SD pada materi IPAS. Dalam penelitian pengembangan ini menggunakan model ADDIE. Hasil penelitian adalah (1) Deskripsi rancang bangun media game edukasi berbasis web yang sangat jelas dan bagus, (2) Keberterimaan media game edukasi berbasis web dengan hasil penilaian dari ahli keberterimaan sebesar 90% dengan kualifikasi (Sangat Baik) (3) terdapat pengaruh positif pengembangan media game edukasi berbasis web terhadap aktivitas belajar siswa kelas IV SD, (4) terdapat pengaruh positif pengembangan media game edukasi berbasis web terhadap hasil belajar IPAS siswa kelas IV SD, dan (5) terdapat pengaruh simultan yang positif pengembangan media game edukasi berbasis web terhadap aktivitas dan hasil belajar IPAS siswa kelas IV SD.

Kata Kunci: aktivitas belajar siswa, hasil belajar IPAS, media game edukasi berbasis web

ABSTRACT

The aims of this research are (1) to describe the results of the design and development of web-based educational game media to improve the learning outcomes of fourth grade elementary school students on science material, (2) to describe the results of acceptance from experts regarding the design of the development of web-based educational game media to improve learning outcomes. fourth grade elementary school students on science and science material, (3) describe the increase in student learning activities after implementing the development of web-based educational game media to improve the learning outcomes of fourth grade elementary school students on science and science material, (4) describe the increase in student learning outcomes after implementing media development web-based educational games to improve the learning outcomes of fourth grade elementary school students on science material, and (5) describe simultaneously the increase in learning activities and student learning outcomes after implementing the development of web-based educational game media to improve the learning outcomes of fourth grade elementary school students on science material . In this development research, the ADDIE model is used. The results of the research are (1) A very clear and good description of the design and development of web-based educational game media, (2) Acceptance of web-based educational game media with expert assessment results of 90% with the qualification (Very Good) (3) there is a positive influence development of web-based educational game media on the learning activities of fourth grade elementary school students, (4) there is a positive influence of the development of web-based educational game media on science and science learning outcomes of fourth grade elementary school students, and (5) there is a positive simultaneous influence of the development of web-based educational game media on the activities and science learning outcomes of fourth grade elementary school students.

Keywords: *student learning activities, science learning outcomes, web-based educational game media*