

**PENGEMBANGAN MEDIA PEMBELAJARAN *GAME* EDUKASI PADA
MATA PELAJARAN BAHASA JAWA KELAS 4
(STUDI KASUS MI MA'ARIF AL-AMINAH PAMBON)**

Oleh

Abdul Haris, NIM 1915051079

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email: abdul.haris@undiksha.ac.id

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran game edukasi untuk meningkatkan hasil belajar peserta didik pada mata pelajaran Bahasa Jawa kelas 4 di MI Ma'arif Al-Aminah Pambon. Penelitian ini merupakan jenis penelitian pengembangan atau *research & development (R&D)* dengan menggunakan model pengembangan *ADDIE (Analyze, Design, Development, Implementation, Evaluation)*. Penelitian ini dilaksanakan di kelas 4 pada 22 peserta didik dan seorang guru pengampu mata bahasa Jawa. Data dalam penelitian ini didapatkan dari angket validitas uji ahli isi, ujahli media dan desain, uji coba kelompok kecil, uji coba lapangan, respons peserta didik, dan uji efektivitas. Hasil perhitungan validitas ahli isi serta ahli media dan desain menunjukkan bahwa tingkat validitas sebesar 1,00 termasuk dalam tingkat kriteria "Sangat Valid". Hasil yang didapatkan dari uji coba kelompok kecil sebesar 88,5% termasuk dalam kualifikasi "Baik" dan uji coba lapangan sebesar 90,03% termasuk dalam kualifikasi "Sangat Baik". Hasil rata-rata respons peserta didik yang didapatkan sebesar 55,68 jika dikonversikan ke dalam tabel kriteria penggolongan respons menunjukkan termasuk dalam rentangan kategori "Sangat Positif". Hasil pre-test rata-rata peserta didik yakni 58,2 kemudian hasil post-test nilai peserta didik meningkat dengan rata-rata 88,7 setelah penggunaan media pembelajaran *game* edukasi. Uji Efektivitas memperoleh nilai *N-Gain* sebesar 0,73 sehingga uji efektivitas yang dilaksanakan menunjukkan bahwa produk game edukasi mata pelajaran Bahasa Jawa kelas 4 yang dikembangkan memiliki efektivitas "Tinggi". Jadi, bisa disimpulkan pengembangan media pembelajaran game edukasi efektif mampu meningkatkan pemahaman materi pembelajaran peserta didik pada mata pelajaran Bahasa Jawa kelas 4 di MI Ma'arif Al-Aminah.

Kata Kunci: Media Pembelajaran, *Game* Edukasi, Bahasa Jawa.

**DEVELOPMENT OF EDUCATIONAL GAME LEARNING MEDIA ON
JAVANESE LANGUAGE SUBJECTS GRADE 4
(CASE STUDY OF MI MA'ARIF AL-AMINAH PAMBON)**

By

Abdul Haris, NIM 1915051079

Informatics Education Study Program

Departement of Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Singaraja

Email: abdul.haris@undiksha.ac.id

ABSTRACT

This research aims to produce educational game learning media to improve student learning outcomes in 4th-grade Javanese language subjects at MI Ma'arif Al-Aminah Pambon. This research is a type of research & development (R&D) using the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). This research was conducted in class 4 with 22 students and a Javanese teacher. The data in this research were obtained from the validity questionnaire of content expert test, media and design expert test, small group trial, field trial, student response, and effectiveness test. The results of the calculation of the validity of content experts and media and design experts show that the validity level of 1.00 is included in the "Very Valid" criteria level. The results obtained from the small group trial of 88.5% were included in the "Good" qualification and the field trial of 90.03% was included in the "Very Good" qualification. The average result of student responses obtained was 55.68 if converted into the response classification criteria table shows that it is included in the "Very Positive" category range. The average pre-test results of students were 58.2 then the post-test results of student scores increased to an average of 88.7 after using educational game learning media. The Effectiveness Test obtained an N-Gain value of 0.73 so the effectiveness test carried out showed that the educational game product for grade 4 Javanese language subjects developed had "High" effectiveness. So, it can be concluded that the development of educational game learning media is effective in increasing students' understanding of learning materials in 4th-grade Javanese language subjects at MI Ma'arif Al-Aminah.

Keywords: *Learning Media, Educational Game, Javanese.*