

**PENGEMBANGAN MEDIA *GAME* EDUKASI BERORIENTASI MODEL
MAKE A MATCH PADA MATERI MENGUBAH BENTUK ENERGI
UNTUK SISWA KELAS IV SEKOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi dengan kurangnya penggunaan media pembelajaran yang tepat dalam proses pembelajaran IPA yang berdampak terjadinya miskonsepsi pada materi mengubah bentuk energi di kelas IV Sekolah Dasar. Penelitian ini bertujuan untuk mendeskripsikan rancang bangun media *game* edukasi berorientasi model *make a match*, untuk mendeskripsikan tingkat validitas media *game* edukasi berorientasi model *make a match*, dan untuk mendeskripsikan *respons* guru dan peserta didik terhadap media *game* edukasi berorientasi model *make a match*. Penelitian ini menggunakan model ADDIE (*analyze, design, development, implementation, evaluation*). Metode dan instrumen pengumpulan data yang digunakan dalam penelitian pengembangan ini, yaitu pedoman observasi, pedoman wawancara, *rating scale*, dan kuesioner. Subjek pengembangan pada penelitian ini adalah produk berupa media pembelajaran *game* edukasi berorientasi model *make a match*, sedangkan untuk objek pengembangannya adalah validitas isi, *respons* pengguna produk yaitu pendidik (guru) dan siswa di Gugus VIII, Kecamatan Abang, Karangasem. Subjek uji coba penelitian ini, yaitu 9 orang siswa kelas IV SD Negeri 5 Bunutan yang memiliki kemampuan kognitif yang berbeda. Media pembelajaran *game* edukasi berorientasi model *make a match* memperoleh tingkat validitas isi sangat valid dengan memperoleh hasil uji validitas isi sebesar 0,9, tingkat validitas media pembelajaran sangat valid dengan memperoleh hasil uji validitas media pembelajaran sebesar 0,8, *respons* guru terhadap media pembelajaran *game* edukasi berorientasi model *make a match* menunjukkan hasil persentase sebesar 97,2%, sehingga dinyatakan sangat baik. *Respons* siswa terhadap media pembelajaran *game* edukasi berorientasi model *make a match* menunjukkan hasil persentase sebesar 94,4% dengan predikat/kualifikasi sangat baik.

Kata Kunci: *Game* Edukasi, Model *Make a Match*, *Articulate Storyline 3*

**DEVELOPMENT OF MAKE A MATCH MODEL ORIENTED
EDUCATIONAL GAME MEDIA ON MATERIALS CHANGING ENERGY
FORMS FOR CLASS IV PRIMARY SCHOOL STUDENTS**

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ABSTRACT

This research was motivated by the lack of use of appropriate learning media in the science learning process which resulted in misconceptions regarding the material on changing forms of energy in class IV elementary school. This research aims to describe the design of educational game media oriented to the make a match model, to describe the level of validity of educational game media oriented to the make a match model, and to describe the responses of teachers and students to educational game media oriented to the make a match model. This research uses the ADDIE model (analyze, design, development, implementation, evaluation). The data collection methods and instruments used in this development research are observation guidelines, interview guidelines, rating scales and questionnaires. The subject of development in this research is a product in the form of educational game learning media oriented to the make a match model, while the object of development is content validity, response from product users, namely educators (teachers) and students in Gugus VIII, Abang District, Karangasem. The test subjects for this research were 9 fourth grade students at SD Negeri 5 Bunutan who had different cognitive abilities. Educational game learning media oriented to the make a match model obtained a very valid level of content validity by obtaining content validity test results of 0.9, the level of validity of learning media was very valid by obtaining learning media validity test results of 0.8, teacher responses to game learning media education oriented towards the make a match model showed a percentage result of 97.2%, so it was declared very good. Student responses to educational game learning media oriented towards the make a match model showed a percentage result of 94.4% with a very good predicate/qualification.

Keywords: *Educational Game, Make a Match Model, Articulate Storyline*