

**PENGEMBANGAN MEDIA *GAME SCRAMBLE* EKONOMI (GASEKO)  
UNTUK MENINGKATKAN KEMANDIRIAN BELAJAR SISWA PADA  
MUATAN IPAS KELAS IV DI SEKOLAH DASAR**

Oleh

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**ABSTRAK**

Penelitian pengembangan ini dilatarbelakangi oleh rendahnya kemandirian belajar siswa di SD dan kurangnya variasi media digital. Penelitian ini bertujuan untuk menghasilkan media *Game Scramble* Ekonomi (GASEKO) yang valid, praktis, dan efektif untuk digunakan oleh siswa guna meningkatkan kemandirian belajar siswa kelas IV SD. Studi pengembangan ini menggunakan model ADDIE, yang tersusun atas lima tahapan, yaitu: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Subjek yang terlibat dalam penelitian ini, yaitu ahli materi, ahli teknologi pembelajaran, dan siswa, sedangkan objeknya adalah tingkat kemandirian belajar siswa kelas IV SD. Metode pengumpulan data, yaitu angket atau kuesioner. Instrumen yang dipergunakan untuk mengumpulkan data, yaitu lembar angket atau kuesioner. Uji coba produk melibatkan 25 siswa kelas IV SD. Data yang diperoleh dalam penelitian, dianalisis dengan teknik analisis deskriptif kualitatif, kuantitatif, dan statistik inferensial. Hasil analisis data menunjukkan bahwa: (1) media GASEKO berkualifikasi tinggi dari validasi para ahli; (2) kepraktisan media GASEKO menurut respon siswa memiliki kualifikasi sangat baik, dan (3) media GASEKO berpengaruh signifikan terhadap kemandirian belajar siswa kelas IV, sehingga media GASEKO dinyatakan layak, praktis, dan efektif untuk meningkatkan kemandirian belajar siswa kelas IV SD. Implikasi penelitian ini, yaitu media GASEKO ini dapat menambah keberagaman penunjang pembelajaran di sekolah, sehingga dapat terciptanya pembelajaran yang lebih baik dan bervariasi.

**Kata Kunci : Media, *Game Scramble* Ekonomi (GASEKO), Kemandirian**

***MEDIA DEVELOPMENT GAME SCRAMBLE ECONOMIC (GASEKO) TO  
IMPROVE STUDENT LEARNING INDEPENDENCE IN IPAS SUBJECT  
GRADE IV ELEMENTARY SCHOOL***

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***ABSTRACT***

*This development research was motivated by the low level of student learning independence in elementary schools and the lack of variety in digital media. This research aims to produce Economic Scramble Game media (GASEKO) that is valid, practical and effective for use by students to increase the learning independence of fourth grade elementary school students. This development study uses the ADDIE model, which is composed of five stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The subjects involved in this research were material experts, learning technology experts, and students, while the object was the level of learning independence of fourth grade elementary school students. Data collection method, namely questionnaire. The instrument used to collect data is a questionnaire or questionnaire. The product trial involved 25 fourth grade elementary school students. The data obtained in the research was analyzed using qualitative, quantitative and statistical descriptive analysis techniques. The results of data analysis show that: (1) GASEKO media has high qualifications from expert validation; (2) the practicality of GASEKO media according to student responses has very good qualifications, and (3) GASEKO media has a significant effect on the learning independence of class IV students, so that GASEKO media is declared feasible, practical and effective for increasing the learning independence of class IV elementary school students. The implication of this research is that GASEKO media can increase the diversity of supporting learning in schools, so that better and more varied learning can be created*

***Keywords : Media, Game of Economic Scramble (GASEKO), Independence***