

ABSTRAK

Kusumasari, Putu Rastiti (2023), *Pengembangan Game Edukasi Berbasis Pembelajaran Berdiferensiasi Pada Materi Sistem Pencernaan Manusia Kelas V Sekolah Dasar*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I : Dr. I Gede Margunayasa, S.Pd., M.Pd., dan Pembimbing II: Prof. Dr. I Wayan Lasmawan, M.Pd.

Kata-kata kunci: game edukasi, validitas, kepraktisan, efektivitas

Penelitian ini bertujuan untuk menghasilkan produk berupa *game* edukasi berbasis pembelajaran berdiferensiasi untuk kelas V di sekolah dasar yang valid, praktis, dan efektif untuk meningkatkan minat belajar IPA siswa. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE (*analyze, design, development, implementation, evaluation*). Instrumen pada penelitian ini, yaitu kuesioner/angket validitas dan kepraktisan, serta kuesioner minat belajar. Analisis data menggunakan analisis kualitatif dan data kuantitatif. Hasil dari penelitian ini menunjukkan bahwa: (1) Media pembelajaran *game* edukasi berbasis pembelajaran berdiferensiasi terfokus pada gaya belajar siswa yang beragam berkaitan dengan materi Sistem Pencernaan Manusia. (2) Hasil rata-rata validitas, dan kepraktisan berdasarkan uji coba, yaitu: (a) analisis uji validitas menunjukkan bahwa rata-rata keseluruhan validasi sebesar 3,85 dan berada pada rentang $3,50 \leq R_v \leq 4,00$ yang menunjukkan kategori sangat valid; (b) kepraktisan *game* edukasi berbasis pembelajaran berdiferensiasi ini menunjukkan rata-rata penilaian guru terhadap kepraktisan media sebesar 3,81 dan berada pada interval $3,50 \leq R_k \leq 4,00$ yang menunjukkan kategori sangat praktis; (c) Begitu pula penilaian siswa diperoleh sebesar 3,57 berada pada kategori sangat praktis. (3) Uji *paired samples t-test* menunjukkan bahwa nilai *Sig. (2-tailed)* < 0,05 yang bernilai signifikan. Berdasarkan hasil penelitian disimpulkan bahwa penelitian pengembangan ini menghasilkan *game* edukasi berbasis pembelajaran berdiferensiasi untuk meningkatkan minat belajar IPA siswa pada materi Sistem Pencernaan Manusia di kelas V sekolah dasar yang sangat valid, sangat praktis, dan efektif.

ABSTRACT

Kusumasari, Putu Rastiti (2023), Development of Differentiated Learning-Based Educational Games on the Topic of the *Sistem Pencernaan Manusia* for Grade V Elementary School. Thesis, primary education, postgraduate program, university of education Ganesha

This thesis has been supervised and approved by supervisor I: Dr. I Gede Margunayasa, S.Pd., M.Pd., dan Pembimbing II: Prof. Dr. I Wayan Lasmawan, M.Pd.

Keywords: educational games, validity, practicality, effectiveness

This research aims to develop differentiated learning-based educational games for grade V elementary school students that are valid, practical, and effective in increasing students' interest in learning science. The study follow a development research approach, utilizing the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research employs validation and practicality questionnaires, along with learning interest questionnaires as instruments. The data in this study are classified into two qualitative and quantitative data. The outcomes of this research include: (1) Differentiated learning-based educational games focused on diverse student learning styles related to the material of the Human Digestive System (2) Average results of validity and practicality based on trials, namely: (a) the validity of differentiated learning-based educational games obtained an average of 3,85 or is in the interval of $3,50 \leq R_v \leq 4,00$ with the criteria "very valid"; (b) the practicality of differentiated learning-based educational games based on the teacher's assessment obtained an average of 3,81 which is in the interval of $3,50 \leq R_k \leq 4,00$ with the category "very practical"; (c) the practicality of differentiated learning-based educational games based on the students' assessment obtained an average of 3,57 with the category "very practical". (3) The paired samples t-test obtained that the Sig (2-tailed) value is <0.05 which is significant. Based on the results of the study, it was concluded that this development research produced differentiated learning-based educational games to increase students' interest in learning science in the Human Digestive System material for grade V elementary school which were very valid, very practical and effective.



UNDIKSHA