

## ABSTRAK

**Sudiartini , Ni Nyoman. (2024).** Pengembangan Poster Edukasi Berbasis Konsep Gamifikasi sebagai Media Belajar Interaktif tentang Materi IPA Kelas VI Sekolah Dasar. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I: Prof. Dr. Ida Bagus Putrayasa, M.Pd. dan Pembimbing II: Prof. Dr. I Nyoman Sudiana, M.Pd.

*Kata-kata kunci: gamifikasi, interaktif, media, poster, IPA.*

Penelitian ini bertujuan untuk (1) menghasilkan rancang bangun poster edukasi berbasis konsep gamifikasi pada pembelajaran IPA, (2) mengetahui validitas media poster edukasi berbasis gamifikasi pada pembelajaran IPA, (3) mengetahui kepraktisan media poster edukasi berbasis gamifikasi pada pembelajaran IPA, dan (4) mengetahui efektivitas media poster edukasi yang dikembangkan terhadap hasil belajar. Penelitian ini menggunakan desain penelitian pengembangan dengan model ADDIE. Model ADDIE terdiri atas *analysis, design, development, implementation,* dan *evaluation*. Model penelitian diuji oleh 2 ahli media yang bergelar profesor dan 2 ahli materi yang bergelar doktor, untuk menguji kepraktisan melibatkan 3 orang guru dan 5 orang siswa, dan untuk menguji efektifitas dengan populasi 56 orang siswa kelas VI SD No.4 Ungasan. Objek penelitian ini adalah media poster edukasi berbasis gamifikasi. Metode pengumpulan data berupa kuesioner dan tes. Instrumen penelitian berupa lembar kuisisioner validitas, lembar kuisisioner kepraktisan, dan tes hasil belajar IPA. Analisis data dilaksanakan secara deskriptif kualitatif dan deskriptif kuantitatif dengan skala (0 – 100 ) dan uji t satu sampel. Hasil penelitian menunjukkan bahwa (1) Rancang bangun poster edukasi IPA berbasis gamifikasi didesain menggunakan aplikasi canva sehingga menghasilkan sebuah produk yang mudah diakses secara manual maupun digital. Hasil produk poster dicetak pada kertas berukuran A1 disusun dalam 1 halaman dan ada permainan ular tangga yang sangat menarik dan menantang bagi siswa; (2) Validitas materi dan media pada poster edukasi IPA berbasis gamifikasi pada pembelajaran IPA siswa kelas VI SD memperoleh hasil validitas sangat valid dengan ahli materi 90,7 dan validitas ahli media 95; (3) Kepraktisan poster edukasi IPA berbasis gamifikasi pada pembelajaran IPA memperoleh hasil kepraktisan guru sebesar 97,3 dan hasil kepraktisan oleh siswa sebesar 100 dengan kategori sangat praktis dan; (4) Dari segi efektifitas, media poster berbasis gamifikasi yang dikembangkan telah efektif untuk meningkatkan hasil belajar IPA siswa kelas VI SD No. 4 Ungasan. Simpulan dari penelitian ini adalah media poster edukasi berbasis konsep gamifikasi sebagai media belajar interaktif tentang materi IPA kelas VI sekolah dasar sangat valid,praktis, dan efektif untuk meningkatkan hasil belajar siswa.

## ABSTRACT

**Sudiartini, Ni Nyoman (2024).** *Development of an Educational Poster Based on the Gamification Concept as an Interactive Learning Media on Science Material for Class VI Elementary School Thesis, Basic Education, Postgraduate Program, Ganesha Education University.*

*This thesis has been approved and examined by Supervisor I: Prof. Dr. Ida Bagus Putrayasa, M.Pd; and Supervisor II: Prof. Dr. I Nyoman Suidiana, M.Pd.*

*Key words: gamification, interactive, media, poster, science.*

*The purpose of the study are: (1) to develop an educational poster design based on the concept of gamification in science learning, (2) to analyze the validity of gamification-based educational poster media in science learning, (3) to analyze the practicality of gamification-based educational poster media in science learning, and (4) to analyze the effectiveness of the educational poster media developed on learning outcomes. The study used a development research design with the ADDIE model. The ADDIE model consists of analysis, design, development, implementation, and evaluation. The research model was tested by 2 media experts with professorships and 2 material experts with doctoral degrees, to test the practicality involved 3 teachers and 5 students, and to test the effectiveness with a population of 56 students of grade VI SD No.4 Ungasan. The object of this research was a gamification-based educational poster media. The data collection methods were questionnaires and tests. The research instruments were validity questionnaire sheet, practicality questionnaire sheet, and science learning outcomes test. The data analysis used scale calculation (0 - 100) and one sample t test. The results showed that (1) The design of gamification-based science education posters was designed using the Canva application so as to produce a product that is easily accessible manually and digitally. The results of the poster product are printed on A1-sized paper arranged on 1 page and there is a snakes and ladders game that is very interesting and challenging for students; (2) The validity of material and media on gamification-based science educational posters in science learning for grade VI elementary school students obtained validity results through material experts 90.7 very valid, validity of media experts 95 very valid; (3) The practicality of gamification-based science educational posters in science learning obtained teacher practicality results of 97.3 and practicality results by students of 100 with a very practical category and; (4) In terms of effectiveness, the gamification-based poster media developed has been effective for improving the science learning outcomes of grade VI students of SD No. 4 Ungasan. 4 Ungasan. The conclusion of this study is that educational poster media based on the concept of gamification as an interactive learning media about grade VI elementary school science material is very valid, practical, and effective for improving student learning outcomes.*