

**PENGEMBANGAN MEDIA *GAME EDUCATION* BERBASIS  
*POWERPOINT* INTERAKTIF PADA TEMA BINATANG SUB TEMA  
SERANGGA UNTUK MENSTIMULASI KEMAMPUAN BAHASA ANAK  
KELOMPOK B DI TK NEGERI PEMBINA DENPASAR**

**Oleh**

**Ni Putu Ayu Satyadewi, NIM 2011061025**

**Jurusan Pendidikan Dasar**

**ABSTRAK**

Pelaksanaan penelitian ini bertujuan untuk mengetahui rancang bangun, kelayakan serta efektivitas media *game education* menggunakan *powerpoint* interaktif yang berisi materi sub tema serangga bagi anak kelompok B TK Negeri Pembina Denpasar. Penelitian ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Data yang diperoleh berupa data kuantitatif dengan metode pengumpulan data berupa kuesioner. Hasil penelitian ini menyimpulkan bahwa: (1) Rancang bangun media *game education* memperoleh skor 90,90% dengan kualifikasi sangat baik; (2) Kelayakan media *game education* menurut ahli dan subjek penelitian diperoleh sebagai berikut. (a) hasil uji isi media memperoleh skor 96,67% dengan kualifikasi sangat baik, (b) hasil uji desain instruksional memperoleh skor 93,75% dengan kualifikasi sangat baik, (c) hasil uji media pembelajaran memperoleh skor 95% dengan kualifikasi sangat baik, (d) hasil uji coba perorangan memperoleh skor 95% dengan kualifikasi sangat baik, dan (e) hasil uji coba kelompok kecil memperoleh skor 94,17% dengan kualifikasi sangat baik, sehingga produk yang dikembangkan layak untuk digunakan; (3) Efektivitas media *game education* berdasarkan hasil uji-t memperoleh nilai rata-rata *pre-nontest* 59,67 dan rata-rata nilai *post-nontest* anak adalah 85,33. Hasil analisis statistik uji-t diperoleh  $t_{hitung}$  8,878, sedangkan  $t_{tabel}$  dengan db  $n-1 = 14$  pada taraf signifikansi 5% = 1,761. Hasil tersebut menunjukkan bahwa  $t_{hitung} > t_{tabel}$  ( $8,878 > 1,761$ ). Sehingga terdapat perbedaan yang signifikan kemampuan bahasa anak sebelum dan sesudah menggunakan media *game education* berbasis *powerpoint* interaktif pada anak kelompok B di TK Negeri Pembina Denpasar. Sehingga mendapatkan kesimpulan produk media *game education* berbasis *powerpoint* interaktif layak dan efektif digunakan untuk anak kelompok B di PAUD.

Kata-kata kunci: pengembangan, media *game education*, kemampuan bahasa, tema serangga, PAUD

## ABSTRACT

*The aim of this research was to determine the design, feasibility and effectiveness of educational game media using interactive PowerPoint containing insect sub-theme material for group B children at the Pembina Denpasar State Kindergarten. This research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The data obtained is in the form of quantitative data with a data collection method in the form of a questionnaire. The results of this research conclude that: (1) The design of educational game media obtained a score of 90.90% with very good qualifications; (2) The feasibility of game education media according to experts and research subjects is obtained as follows. (a) the results of the media content test obtained a score of 96.67% with very good qualifications, (b) the results of the instructional design test obtained a score of 93.75% with very good qualifications, (c) the results of the learning media test obtained a score of 95% with very good qualifications good, (d) individual trial results obtained a score of 95% with very good qualifications, and (e) small group trial results obtained a score of 94.17% with very good qualifications, so that the product developed is suitable for use; (3) The effectiveness of educational game media based on the t-test results obtained an average pre-nontest score of 59.67 and the average post-nontest score for children was 85.33. The results of the t-test statistical analysis obtained tcount 8.878, while ttable with db  $n-1 = 14$  at the 5% significance level = 1.761. These results show that tcount > ttable (8.878 > 1.761). So there is a significant difference in children's language abilities before and after using interactive PowerPoint-based educational game media for group B children at the Pembina Denpasar State Kindergarten. So we can conclude that the interactive PowerPoint-based educational game media product is suitable and effective for group B children in PAUD.*

*Key words: development, game education media, language skills, insect theme, PAUD*