

**PENGEMBANGAN GAME EDUKASI “ATMAN” PADA MATERI
TEMPAT BILANGAN CACAH SAMPAI 10.000 UNTUK SISWA KELAS
IV SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, validitas, kepraktisan, serta tingkat efektifitas media *game* edukasi “ATMAN” pada materi nilai tempat bilangan cacah sampai 10.000 siswa kelas IV SD. Penelitian ini menggunakan model ADDIE (*analysis, design, development, implementation, evaluation*) karena memiliki tahapan yang sistematis dan mampu berpijak pada landasan teori desain pembelajaran. Subjek penelitian adalah produk berupa game “ATMAN”, sedangkan objek penelitian adalah rancang bangun, tingkat validitas, kepraktisan, dan efektivitas. Metode pengumpulan data dilakukan dengan menggunakan *rating scale*, dan tes. Teknik analisis data menggunakan analisis deskriptif kuantitatif dan analisis deskriptif kualitatif. Hasil penelitian pengembangan media *game* edukasi “ATMAN” ini yaitu: (1) Rancang bangun media *game* edukasi “ATMAN”, (2) Validitas media *game* edukasi “ATMAN” dinyatakan valid dan layak berdasarkan perolehan nilai ahli materi pembelajaran sebesar 0,92 ahli media pembelajaran sebesar 0,68 dengan kualifikasi sedang, (3) kepraktisan dilihat dari respon guru dan siswa. Respon guru kelas IV Sekolah Dasar berdasarkan uji praktisi diperoleh sebesar 4,8 dengan kualifikasi sangat baik. Respon siswa diperoleh sebesar 4,6 dengan kualifikasi sangat baik. (4) efektifitas *game* edukasi “ATMAN” dilihat dari *N-gain* sebesar 0,71 dengan kriteria tinggi. Berdasarkan tabel uji-t, didapatkan bahwa nilai signifikansi (2-tailed) adalah sebesar 0,00, menunjukkan bahwa nilai signifikansi lebih kecil dari 0,05 (taraf signifikansi 5%). Artinya, H_0 ditolak dan H_1 diterima. Kesimpulan penelitian ini adalah media *game* edukasi “ATMAN” valid dan layak digunakan dalam kegiatan pembelajaran, serta efektif untuk membantu siswa meningkatkan hasil belajar pada materi nilai tempat bilangan cacah sampai 10.000.

Kata Kunci: *Game* Edukasi, Nilai Tempat Bilangan, Hasil Belajar Siswa

ABSTRACT

This research aims to describe the design, validity, practicality, and level of effectiveness of the educational game media "ATMAN" on whole number place value material for up to 10,000 fourth grade elementary school students. This research uses the ADDIE model (analysis, design, development, implementation, evaluation) because it has systematic stages and is able to stand on the theoretical basis of learning design. The research subject is the product in the form of the "ATMAN" game, while the research object is the design, level of validity, practicality and effectiveness. Data collection methods were carried out using rating scales and tests. Data analysis techniques use quantitative descriptive analysis and qualitative descriptive analysis. The results of the research on the development of the "ATMAN" educational game media are: (1) The design of the "ATMAN" educational game media, (2) The validity of the "ATMAN" educational game media is declared valid and appropriate based on the learning material expert's score of 0.92. learning media of 0.68 with medium qualifications, (3) practicality seen from the responses of teachers and students. The response of the fourth grade elementary school teacher based on the practitioner test was obtained at 4.8 with very good qualifications. The student response obtained was 4.6 with very good qualifications. (4) the effectiveness of the "ATMAN" educational game is seen from the N-gain of 0.71 with high criteria. Based on the t-test table, it was found that the significance value (2-tailed) was 0.00, indicating that the significance value was smaller than 0.05 (5% significance level). This means that H0 is rejected and H1 is accepted. The conclusion of this research is that the educational game media "ATMAN" is valid and suitable for use in learning activities, and is effective in helping students improve learning outcomes in the place value material of whole numbers up to 10,000.

Keywords: *Educational Games, Place Value of Numbers, Student Learning Outcomes*