

ABSTRAK

Periandani, Putu Novi (2024), *Pengembangan Proyek Permainan Matematika Berorientasi Karakter untuk Siswa Kelas VIII.* Tesis, Pendidikan Matematika, Program Pascasarjana, Universitas Pendidikan Matematika

Tesis ini telah disetujui serta diperiksa Pembimbing I: Prof. Dr. I Nengah Suparta, M.Si. serta Pembimbing II: Prof. Drs. Sariyasa, M.Sc. Ph.D.

Kata-kata kunci: proyek permainan, permainan matematika, berorientasi karakter.

Studi bertujuan guna: (1) mengetahui proyek permainan matematika dalam mengembangkan karakter siswa kelas VIII, (2) karakteristik proyek permainan matematika saat menaikkan motivasi belajar siswa kelas VIII, serta (3) motivasi belajar siswa dalam membantu mengembangkan karakter siswa kelas VIII. Studi ini ialah studi desain yang dilaksanakan bersama subyek studi ialah siswa kelas VIII SMPN 3 Kediri di semester ganjil Tahun Ajaran 2022/2023. Efektifitas perangkat diukur menggunakan angket motivasi belajar siswa, sedangkan kepraktisan perangkat diukur dengan menggunakan angket respon guru dan siswa. Data yang sudah terkumpulkan berikutnya dianalisis. Capaian studi memperlihatkan nilai kepraktisan respon siswa pada uji terbatas adalah 79,87%, dipengujian lapangan I 80,93%, serta pada pengujian lapangan II 82,20%. Sedangkan angka kepraktisannya berdasarkan angket respon guru dipengujian terbatas adalah 80%, dipengujicobaan lapangan I 82%, dan pada uji coba lapangan II 84%. Rerata skor motivasi belajar siswa dipengujicobaan lapangan I ialah 68,93, dan rerata skor motivasi belajar siswa dipengujicobaan lapangan II ialah 78,67. Pengembangan karakter siswa distudi ini dilakukan bersama pemberian tugas proyek yang dikerjakan secara berkelompok. Penilaian karakter dilakukan dengan cara observasi yang dilaksanakan pengamat sepanjang prosesnya pembelajaran terjadi. Berdasarkan capaian pengobservasian, melalui media permainan matematika dan pemberian tugas proyek, siswa lebih dapat termotivasi dalam mengikuti proses pembelajaran di kelas. Siswa bisa lebih mudah bekerjasama guna menuntaskan soal serta lebih leluasan menyampaikan pendapatnya dalam diskusi kelompok.

ABSTRACT

Periandani, Putu Novi (2024), Development of a Character-Oriented Mathematics Game Project for Grade VIII. Thesis, Mathematics Education, Graduate Programs, University of Mathematics Education

This thesis has been approved and examined by Supervisor I: Prof. Dr. I Nengah Suparta, M.Si. and Supervisor II: Prof. Drs. Sariyasa, M.Sc. Ph.D.

Keywords: game project, math game, character-oriented.

The study aims to: (1) find out the mathematics game project in developing the character of grade VIII, (2) the characteristics of the mathematics game project when increasing the learning motivation of grade VIII, and (3) the learning motivation of students in helping to develop the character of grade VIII. This study is a design study carried out with the study subjects being grade VIII of SMPN 3 Kediri in the odd semester of the 2022/2023 Academic Year. The effectiveness of the device was measured using a student learning motivation questionnaire, while the practicality of the device was measured using a teacher and student response questionnaire. The collected data is then analysed. The results of the study showed that the practicality of student response in the limited test was 79.87%, in the field test I 80.93%, and in the field test II 82.20%. Meanwhile, the practicality rate based on the questionnaire of teacher responses was limited to 80%, in field trial I 82%, and in field trial II 84%. The average learning motivation score of students in the first field trial was 68.93, and the average learning motivation score of students in the second field trial was 78.67. The character development of the students in this study is carried out together with the assignment of project assignments that are carried out in groups. Character assessment is carried out by means of observation carried out by observers throughout the learning process. Based on observation achievements, through the media of math games and project assignments, students can be more motivated in following the learning process in class. Students can more easily work together to solve problems and express their opinions more freely in group discussions.