

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
GAMIFIKASI-KAHOOT PADA TOPIK FOTOSINTESIS MUATAN IPAS
KURIKULUM MERDEKA KELAS IV SEKOLAH DASAR**

Oleh

I Nyoman Suda Artawan, NIM 2011031234

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, validitas, dan kepraktisan terhadap media pembelajaran interaktif berbasis gamifikasi-*kahoot* pada topik fotosintesis muatan IPAS kurikulum ditinjau dari isi, desain, dan media untuk Kelas IV SD Negeri 4 Penutukkan. Penelitian ini menggunakan model ADDIE (*analysis, design, development, implementation, evaluation*) karena memiliki tahapan yang sistematis dan mampu berpijak pada landasan teori desain pembelajaran. Metode pengumpulan data dilakukan dengan observasi, wawancara, studi dokumen, dan kuesioner. Teknik analisis data menggunakan analisis deskriptif kuantitatif dan analisis deskriptif kualitatif. Hasil penelitian pengembangan media gamifikasi-*kahoot* ini yaitu: (1) Rancang bangun media pembelajaran interaktif berbasis gamifikasi-*kahoot* pada topik fotosintesis muatan IPAS kurikulum ditinjau dari isi, desain, dan media untuk Kelas IV SD Negeri 4 Penutukkan, (2) Validitas media gamifikasi-*kahoot* dinyatakan valid dan layak berdasarkan perolehan persentase ahli materi pembelajaran sebesar 90,6%, ahli media pembelajaran sebesar 90% dengan kualifikasi sangat baik, (3) Berdasarkan uji praktisi diperoleh persentase sebesar 98,75% dengan kualifikasi sangat baik. Berdasarkan hasil tersebut, dapat disimpulkan bahwa media pembelajaran interaktif berbasis gamifikasi-*kahoot* pada topik fotosintesis muatan IPAS kurikulum merdeka di Sekolah Dasar sudah valid dan layak digunakan dalam proses pembelajaran.

Kata Kunci: *kahoot*, IPAS, sekolah dasar, media pembelajaran.

DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON GAMIFICATION-KAHOOT ON THE TOPIC OF PHOTOSYNTHESIS OF INDEPENDENT CLASS IV PRIMARY SCHOOL SCIENCE CONTENT CURRICULUM

By

I Nyoman Suda Artawan, NIM 2011031234

Department of Basic Education

ABSTRACT

This research aims to describe the design, validity and practicality of gamification-kahoot-based interactive learning media on the topic of photosynthesis in the science and science curriculum content in terms of content, design and media for Class IV SD Negeri 4 Penutukan. 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. Data collection methods were carried out by observation, interviews, document studies and questionnaires. Data analysis techniques use quantitative descriptive analysis and qualitative descriptive analysis. The results of the research on the development of gamification-kahoot media are: (1) Design of interactive learning media based on gamification-kahoot on the topic of photosynthesis, science content, excerpts in terms of content, design and media for Class IV SD Negeri 4 Penutukan, (2) Validity of gamification media -kahoot was declared valid and appropriate based on the percentage of learning material experts of 90.6%, learning media experts of 90% with very good qualifications, (3) Based on practitioner tests, the percentage obtained was 98.75% with very good qualifications. Based on these results, it can be concluded that the gamification-kahoot-based interactive learning media on the topic of photosynthesis in the science and technology content of the independent curriculum in elementary schools is valid and suitable for use in the learning process.

Keywords: kahoot, IPAS, elementary school, learning media