

## ABSTRAK

### PENGEMBANGAN *GAME* EDUKASI SMART KITCHEN BERBASIS *HYPERMEDIA* PADA MATERI PENGUKURAN KELAS IV SD

Oleh

**Kadek Darmaswari Dewi, NIM 2013011031**

**Jurusan Matematika**

Pengembangan pada penelitian ini berupa media pembelajaran berupa *game* edukasi pada materi pengukuran kelas IV SD yang bernama “*Smart Kitchen*”. *Game* edukasi dibuat sebagai suplemen pembelajaran yang membantu peserta didik berlatih soal mengenai pengukuran secara sistematis dan mengembirakan. Terdapat dua tujuan yang difokuskan yakni, 1) Mendeskripsikan rancang bangun *game* edukasi *Smart Kitchen*; dan 2) Mengetahui tingkat kelayakan dan kepraktisan dari *game* edukasi *Smart Kitchen*. Pada penelitian ini menerapkan model pengembangan ADDIE yang hanya terbatas pada tahap ketiga yaitu tahap pengembangan. Tingkat kelayakan *game* edukasi *Smart Kitchen* telah diuji dengan berdasar pada penilaian dari dua orang ahli materi dan media menggunakan instrumen. Dari penilaian tersebut, diperoleh skor rata-rata sebesar 4,72 dari ahli materi dan sebesar 4,9 dari ahli media yang dikategorikan sebagai kelayakan sangat baik. Selain itu juga diujikan tingkat kepraktisannya melalui uji coba terbatas kepada satu guru dan 10 orang peserta didik serta memperoleh skor rata-rata guru dan peserta didik masing-masing sebesar 4,9 dan 4,49 yang dikategorikan sebagai kepraktisan sangat baik. maka disimpulkan bahwa *Smart Kitchen* layak dan praktis digunakan dalam media pembelajaran suplemen pada materi pengukuran kelas IV SD.

Kata-kata kunci: *game* edukasi, *Smart Kitchen*, pengukuran

**ABSTRACT**  
**DEVELOPMENT GAMES BASED SMART KITCHEN EDUCATION**  
**HYPERMEDIA ON MEASUREMENT MATERIALS FOR CLASS IV**  
**PRIMARY SCHOOL**

**By**

**Kadek Darmaswari Dewi, NIM 2013011031**

**Jurusan Matematika**

The development in this research is in the form of learning media games education in fourth grade elementary school measurement material called "Smart Kitchens". Game Education is created as a learning supplement that helps students practice measurement questions in a systematic and fun way. There are two objectives that are focused on, namely, 1) Describing the design games education Smart Kitchens; and 2) Knowing the level of feasibility and practicality of games education Smart Kitchens. In this research, the ADDIE development model is applied which is only limited to the third stage, namely the development stage. Eligibility level games education Smart Kitchens has been tested based on the assessments of two material and media experts using instruments. From this assessment, an average score of 4.72 was obtained from material experts and 4.9 from media experts which was categorized as very good. Apart from that, the level of practicality was also tested through limited trials with one teacher and 10 students and obtained an average score for teachers and students respectively of 4.9 and 4.49 which was categorized as very good practicality. then it is concluded that Smart Kitchens feasible and practical to use in supplementary learning media in fourth grade elementary school measurement material.

Key words : game education, *Smart Kitchen*, measurements