PENGEMBANGAN *GAME* EDUKASI GOAK (JAGO AKSARA) BALI BERBASIS *SELF REGULATED LEARNING* PADA MATA PELAJARAN BAHASA BALI KELAS IV SEKOLAH DASAR MUTIARA SINGARAJA TAHUN PELAJARAN 2023/2024

Oleh

Ni Nyoman Ayusadewi, NIM 2011021017

Program Studi Teknologi Pendidikan

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsiskan proses dan rancang bangun pengembangan media *game* edukasi GoAk Bali berbasis *self regulated learning,* mendeskripsikan validitas pengembangan media *game* edukasi GoAk Bali berbasis *self regulated learning,* dan mengetahui efektivitas media *game* edukasi GoAk Bali berbasis *self regulated learning* pada mata pelajaran bahasa Bali siswa kelas IV Sekolah Dasar Mutiara Singaraja Tahun Pelajaran 2023/2024. Penelitian pengembangan ini menggunakan model ADDIE. Pengumpulan data dilakukan dengan metode wawancara, observasi, pencatatan dokumen, kuesioner, dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif, kualitatif dan analisis statistik inferensial uji-t. Subjek penelitian ini adalah ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, 3 orang siswa sebagai uji coba perorangan, 9 orang siswa sebagai uji coba kelompok kecil, dan 20 orang siswa untuk uji coba lapangan. Hasil penelitian ini adalah (1) Media *game* edukasi GoAk Bali dikembangkan dengan model ADDIE yang terdiri dari 5 tahapan (analisis, desain, pengembangan, implementasi, dan evaluasi). (2) Validitas media *game* edukasi GoAk Bali dari hasil uji ahli isi pembelajaran sebesar 92,85%, uji ahli desain sebesar 98,75%, uji ahli media pembelajaran 97,64%, uji coba perorangan sebesar 90,33%, uji coba kelompok kecil sebesar 90%, dan uji coba lapangan sebesar 91,5%, yang keseluruhan persentase skornya dikualifikasikan sangat baik. (3) efektivitas media *game* edukasi GoAk Bali dilihat dari uji-t yang menunjukkan terdapat perbedaan yang signifikan dari hasil belajar siswa antara sebelum dan sesudah menggunakan media *game* edukasi GoAk Bali berbasis *self regulated learning* pada mata pelajaran bahasa Bali dengan rata-rata *pretest* 47,5 dan *posttest* 80,75 dengan hasil t_{hitung} Uji T sebesar 9,719 yang lebih besar dari T_{tabel} yaitu 2,024. Maka dapat disimpulkan bahwa media *game* edukasi GoAk Bali efektif digunakan untuk meningkatkan hasil belajar bahasa Bali siswa kelas IV Sekolah Dasar Mutiara Singaraja.

Kata Kunci: Pengembangan, *game* edukasi, *self regulated learning,* ADDIE, bahasa Bali, aksara Bali.

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ABSTRACT

This study aims to describe the process and design of the development of educational game media GoAk Bali based on self-regulated learning, describe the validity of the development of educational game media GoAk Bali based on self-regulated learning, and determine the effectiveness of educational game media GoAk Bali based on self-regulated learning in Balinese language subjects for fourth grade students of Mutiara Singaraja Elementary School in the 2023/2024 academic year. This development research uses the ADDIE model. Data collection was conducted using interviews, observation, document recording, questionnaires, and tests. Data analysis techniques used quantitative descriptive analysis techniques, qualitative and inferential statistical analysis of t-test. The subjects of this study were learning content experts, learning design experts, learning media experts, 3 students as individual trials, 9 students as small group trials, and 20 students for field trials. The results of this study are (1) GoAk Bali educational game media was developed with the ADDIE model which consists of 5 stages (analysis, design, development, implementation, and evaluation). (2) The validity of GoAk Bali educational game media from the results of the learning content expert test was 92.85%, the design expert test was 98.75%, the learning media expert test was 97.64%, the individual trial was 90.33%, the small group trial was 90%, and the field trial was 91.5%, the overall percentage score was qualified as very good. (3) The effectiveness of GoAk Bali educational game media is seen from the t-test which shows that there is a significant difference in student learning outcomes between before and after using GoAk Bali educational game media based on self-regulated learning in Balinese language subjects with an average pretest of 47.5 and posttest of 80.75 with the results of the T-test tally of 9.719 which is greater than the Ttable which is 2.024. So it can be concluded that GoAk Bali educational game media is effectively used to improve the learning outcomes of Balinese language of fourth grade students of Mutiara Singaraja Elementary School.

Keywords: Development, educational game, self-regulated learning, ADDIE*, Balinese language, Balinese script.*