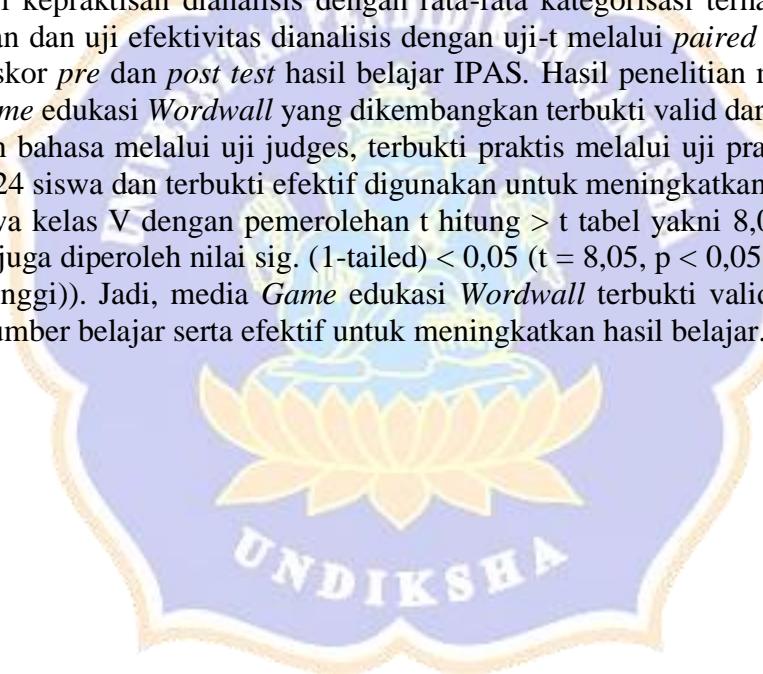# ABSTRAK

Septiani, Luh Enik (2024). *Pengembangan Media Game Edukasi Wordwall Topik Bentuk Bumi Untuk Meningkatkan Hasil Belajar IPAS Siswa Kelas V SD*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh pembimbing I: Prof. Dr. I Nyoman Sudiana, M.Pd, dan Pembimbing II: Prof. Dr. Ida Bagus Putrayasa, M.Pd

Kata-kata Kunci: game, edukasi, wordwall, hasil belajar

Penelitian ini bertujuan untuk mengembangkan Media *Game* edukasi *Wordwall* untuk meningkatkan hasil belajar IPAS siswa kelas V SD, Model yang digunakan dalam penelitian dan pengembangan ini adalah model ADDIE yang melibatkan lima tahapan: *analyze, design, development, implementation*, dan *evaluation*. Penelitian ini memperoleh data melalui teknok non-tes kuesioner dan tes pilihan ganda. Uji validitas media dianalisis dengan formula Gregory terhadap skor uji judges, uji kepraktisan dianalisis dengan rata-rata kategorisasi terhadap skor uji kepraktisan dan uji efektivitas dianalisis dengan uji-t melalui *paired sample t-test* terhadap skor *pre* dan *post test* hasil belajar IPAS. Hasil penelitian menunjukkan media *Game* edukasi *Wordwall* yang dikembangkan terbukti valid dari segi materi, media dan bahasa melalui uji judges, terbukti praktis melalui uji praktisi oleh 10 guru dan 24 siswa dan terbukti efektif digunakan untuk meningkatkan hasil belajar IPAS siswa kelas V dengan pemerolehan t hitung > t tabel yakni 8,05 > 1,68023 selain itu juga diperoleh nilai sig. (1-tailed) < 0,05 (t = 8,05, p < 0,05, *effect size* = 1,2135 (tinggi)). Jadi, media *Game* edukasi *Wordwall* terbukti valid dan praktis sebagai sumber belajar serta efektif untuk meningkatkan hasil belajar.

ABSTRACT

Septiani, Luh Enik (2024). *Development of Educational Game Media Wordwall Topic of Earth Shape to Improve Science Learning Outcomes of Fifth Grade Elementary School Students. Thesis, Elementary Education, Postgraduate Program, Ganesha University of Education.*

This thesis has been approved and reviewed by supervisor I: Prof. Dr. I Nyoman Sudiana, M.Pd, and supervisor II: Prof. Dr. Ida Bagus Putrayasa, M.Pd

Kata-kata Kunci: game, edukasi, wordwall, hasil belajar

This study aims to develop Wordwall educational game media to improve the learning outcomes of fifth grade elementary school students in science subjects. The model used in this research and development is the ADDIE model which involves five stages: analyze, design, development, implementation, and evaluation. This study obtained data through non-test questionnaire techniques and multiple-choice tests. The validity test of the media was analyzed using the Gregory formula against the judges' test scores, the practicality test was analyzed using the average categorization of the practicality test scores and the effectiveness test was analyzed using the t-test through the paired sample t-test against the pre- and post-test scores of the science subjects learning outcomes. The results of the study showed that the Wordwall educational game media developed was proven valid in terms of material, media and language through the judges' test, proven practical through the practitioner test by 10 teachers and 24 students and proven effective in improving the learning outcomes of fifth grade students in science subjects with the acquisition of t count> t table, namely 8.05> 1.68023 in addition to the sig value was also obtained. (1-tailed) < 0.05, (t = 8,05, p < 0,05, effect size = 1,2135 (high)). So, the Wordwall educational game media has proven to be valid and practical as a learning resource and is effective in improving learning outcomes.