

**PENGEMBANGAN MEDIA *GAME* EDUKATIF BERBASIS ETNOMATEMATIKA
UNTUK MENINGKATKAN KEMAMPUAN METAKOGNITIF DAN MOTIVASI
BELAJAR PADA MATERI LUAS BANGUN DATAR KELAS V SD**

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ABSTRAK

Penelitian pengembangan ini dilatarbelakangi oleh penggunaan media dan model pembelajaran di SD yang belum optimal, serta kemampuan metakognitif dan motivasi belajar peserta didik di kelas V SDN 5 Kubutambahan yang masih rendah. Penelitian ini mengembangkan *game* edukatif berbasis etnomatematika menggunakan aplikasi *Visual Studio Code* pada materi luas bangun datar. Penelitian pengembangan dilaksanakan menggunakan model *ADDIE* (*Analyze, Design, Development, Implementation, Evaluation*). Subjek penelitian ini adalah 4 ahli, 42 orang peserta didik. Hasil penelitian pengembangan ini menunjukkan skor rata-rata kelayakan oleh ahli media sebesar 0,94 dan ahli materi pembelajaran sebesar 0,94 dengan kualifikasi validitas tinggi, skor rata-rata kepraktisan oleh peserta didik sebesar 86% dengan kualifikasi baik. Berdasarkan analisis tersebut media *game* edukatif berbasis etnomatematika layak digunakan dalam proses pembelajaran. Berdasarkan uji-t sampel berkorelasi (*Paired Sample T- Test*) pengetahuan metakognitif diperoleh signifikansi sebesar 0,000 dan lebih kecil dari 0,05. Dengan demikian, H₀ ditolak dan H₁ diterima. Dan hasil uji-t sampel berkorelasi (*Paired Sample T- Test*) motivasi belajar diperoleh signifikansi sebesar 0,000 dan lebih kecil dari 0,05. Dengan demikian, H₀ ditolak dan H₁ diterima. Sehingga dapat disimpulkan bahwa pengembangan *game* edukatif berbasis etnomatematika layak, praktis, dan efektif untuk meningkatkan pengetahuan metakognitif dan motivasi belajar peserta didik kelas V pada materi luas bangun datar.

Kata Kunci: *game* edukatif, etnomatematika, kemampuan metakognitif, *visual studio code*, motivasi belajar

**DEVELOPMENT OF ETHNOMATHEMATICS-BASED EDUCATIVE GAME MEDIA
TO IMPROVE METACOGNITIVE ABILITIES AND LEARNING MOTIVATION ON
FLAT-BUILT MATERIALS FOR CLASS V SD**

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ABSTRACT

This development research was motivated by the use of media and learning models in elementary schools which were not yet optimal, as well as the metacognitive abilities and learning motivation of students in class V of SDN 5 Kubucepatn which were still low. This research develops an ethnomathematics-based educational game using the Visual Studio Code application on the material of flat shapes. Development research was carried out using the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The subjects of this research were 4 experts, 42 students. The results of this development research show that the average feasibility score by media experts is 0.94 and learning material experts is 0.94 with high validity qualifications, the average practicality score by students is 86% with good qualifications. Based on this analysis, ethnomathematics-based educational game media is suitable for use in the learning process. Based on the correlated sample t-test (Paired Sample T-Test), metacognitive knowledge obtained a significance of 0.000 and less than 0.05. Thus, H_0 is rejected and H_1 is accepted. And the results of the correlated sample t-test (Paired Sample T-Test) for learning motivation obtained a significance of 0.000 and less than 0.05. Thus, H_0 is rejected and H_1 is accepted. So it can be concluded that the development of ethnomathematics-based educational games is feasible, practical and effective for increasing the metacognitive knowledge and learning motivation of class V students on the broad material of flat shapes.

Keywords: educational games, ethnomathematics, metacognitive abilities, visual studio code, learning motivation