

PENGEMBANGAN *GAME* EDUKASI BERORIENTASI MASALAH MENGENAI MATERI KEBERAGAMAN FLORA DAN FAUNA DI INDONESIA PADA MUATAN IPAS KELAS V SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *game* edukasi berorientasi masalah mengenai materi keberagaman flora dan fauna di Indonesia, (2) mengetahui kualitas mendeskripsikan rancang bangun *game* edukasi berorientasi masalah mengenai materi keberagaman flora dan fauna di Indonesia yang ditinjau dari rancang bangun, isi, desain pembelajaran, media pembelajaran, uji coba perorangan dan kelompok kecil, dan (3) mengetahui efektivitas *game* edukasi berorientasi masalah mengenai materi keberagaman flora dan fauna di Indonesia. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan tes pilihan ganda, kuesioner, dan teknik analisis data deskriptif kualitatif, deskriptif kuantitatif, dan statistik inferensial. Hasil penelitian adalah (1) Rancang bangun *game* edukasi berorientasi masalah adalah sebuah media *softcopy* berupa *link* dapat diakses melalui perangkat *smartphone* ataupun laptop. (2) Kualitas *game* edukasi berorientasi masalah menunjukkan hasil penilaian isi mata pelajaran sebesar 92,85% (sangat baik), uji ahli desain pembelajaran sebesar 93,75% (sangat baik), uji ahli media pembelajaran sebesar 92,50% (sangat baik), uji coba perorangan sebesar 94% (sangat baik) dan uji coba kelompok kecil sebesar 96% (sangat baik). (3) Berdasarkan hasil uji-t satu sampel diperoleh nilai t_{hitung} sebesar 4,133. Nilai t_{tabel} untuk db 19 dengan taraf signifikansi 5% ($\alpha = 0,05$) adalah 1,729. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa *game* edukasi berorientasi masalah efektif diterapkan pada muatan IPAS materi keberagaman flora dan fauna di Indonesia untuk siswa kelas V SD Negeri 1 Lebih.

Kata kunci: Pengembangan, *Game* Edukasi, Flora dan Fauna di Indonesia, Ilmu Pengetahuan Alam dan Sosial

**DEVELOPMENT OF PROBLEM-ORIENTED
EDUCATIONAL GAMES REGARDING THE
DIVERSITY OF FLORA AND FAUNA IN INDONESIA
IN THE CONTENT OF IPAS CLASS V ELEMENTARY
SCHOOL**

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ABSTRACT

This study aims to (1) describe the design of problem-oriented educational games regarding the material diversity of flora and fauna in Indonesia, (2) determine the quality of describing the design of problem-oriented educational games regarding the material diversity of flora and fauna in Indonesia which is reviewed from the design, content, learning design, learning media, individual and small group trials, and (3) determine the effectiveness of Problem-oriented educational game regarding the diversity of flora and fauna in Indonesia. This research is a development research that uses the ADDIE development model. The data collection method uses multiple-choice tests, questionnaires, and qualitative descriptive data analysis techniques, quantitative descriptive, and inferential statistics. The results of the study are (1) The design of a problem-oriented educational game is a softcopy media in the form of a link that can be accessed through a smartphone or laptop device. (2) The quality of problem-oriented educational games showed the results of the subject content assessment of 92.85% (very good), the learning design expert test of 93.75% (very good), the learning media expert test of 92.50% (very good), the individual trial of 94% (very good) and the small group trial of 96% (very good). (3) Based on the results of the t-test of one sample, a thutung value of 4.133 was obtained. The ttable value for db 19 with a significance level of 5% ($\alpha = 0.05$) is 1.729. This means that the tcount > ttable, so H0 is rejected and H1 is accepted. Thus, the results of this study show that problem-oriented educational games are effectively applied to the content of IPAS material on the diversity of flora and fauna in Indonesia for grade V students of SD Negeri 1 More.

Keywords: *Development, Educational Games, Flora and Fauna in Indonesia, Natural and Social Sciences*