

**PENGEMBANGAN GAME EDUCATION BERBANTUAN WORDWALL
DENGAN TEMA BINATANG UNTUK MENSTIMULASI KEMAMPUAN
KOGNITIF ANAK PADA KELOMPOK B DI TK WIDYA MANGGALA**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *game education wordwall* tema binatang, (2) mengetahui kelayakan *game education wordwall* tema binatang, dan (3) mengetahui efektivitas penggunaan *game education wordwall* tema binatang. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode tes dan non-tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistika inferensial. Hasil penelitian ini menunjukkan bahwa: (1) hasil uji rancang bangun memperoleh skor 90,90% dengan kualifikasi sangat baik, (2) kelayakan *game education* tema binatang berdasarkan hasil uji isi/materi pembelajaran memperoleh skor 96,67%, hasil uji desain instruksional memperoleh skor 93,75%, hasil uji media pembelajaran memperoleh skor 94,23%, uji coba perorangan memperoleh skor 92,5%, dan uji coba kelompok kecil memperoleh skor 91,66%, dengan keseluruhan persentase skor berada pada kategori sangat baik, serta (3) hasil uji efektivitas produk memperoleh $t_{hitung} = 13,629 > t_{tabel} = 1,729$ pada taraf signifikansi 5% untuk db $(n-1) = 19$ sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan terhadap kemampuan kognitif anak sebelum dan sesudah menggunakan *game education* berbantuan *wordwall* pada anak kelompok B di TK Widya Manggala. Berdasarkan hasil tersebut, dapat disimpulkan bahwa produk *game education* berbantuan *wordwall* dengan tema binatang layak dan efektif diterapkan pada anak kelompok B di PAUD.

Kata Kunci: *Game education, Wordwall, Kognitif*

**DEVELOPMENT OF ANIMAL THEME WORDWALL-ASSISTED
EDUCATION GAMES TO STIMULATE CHILDREN'S COGNITIVE
ABILITIES IN GROUP B AT WIDYA MANGGALA KINDERGARTEN**

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ABSTRACT

This study aims to (1) describe the design of animal-themed wordwall education games, (2) determine the feasibility of animal-themed wordwall education games, and (3) determine the effectiveness of using animal-themed wordwall education games. This development research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection methods used are test and non-test methods. The data analysis technique uses quantitative descriptive analysis techniques and inferential statistical analysis. The results of this study indicate that: (1) the results of the design test obtained a score of 90.90% with very good qualifications, (2) the feasibility of the animal-themed educational game based on the results of the content/learning material test obtained a score of 96.67%, the results of the instructional design test obtained a score of 93.75%, the results of the learning media test obtained a score of 94.23%, the individual trial obtained a score of 92.5%, and the small group trial obtained a score of 91.66%, with the overall percentage of scores in the very good category, and (3) the results of the product effectiveness test obtained $t_{count} = 13.629 > t_{table} = 1.729$ at a significance level of 5% for $db (n-1) = 19$ so that H_0 was rejected and H_1 was accepted, which means that there is a significant difference in children's cognitive abilities before and after using the wordwall-assisted educational game for group B children at Widya Manggala Kindergarten. Based on these results, it can be concluded that the wordwall-assisted educational game product with an animal theme is feasible and effective to be applied to group B children in PAUD.

Keywords: Game education, Wordwall, Cognitive