

**PENGEMBANGAN GAME EDUKASI BERBASIS ETNOMATEMATIKA
MATERI BANGUN DATAR UNTUK MENINGKATKAN MOTIVASI
BELAJAR SISWA KELAS V SD**

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ABSTRAK

Penelitian ini bertujuan mengembangkan game edukasi berbasis etnomatematika, mengetahui validitas game edukasi, mengetahui kepraktisan game edukasi, dan mengetahui efektivitas dari game edukasi berbasis etnomatematika materi bangun datar untuk meningkatkan motivasi belajar siswa kelas V SD. Metode pengumpulan data yang digunakan adalah metode wawancara, instrumen kuesioner, dan angket. Teknik analisis data dalam penelitian ini adalah deskriptif kualitatif dan deskriptif kuantitatif. Penelitian yang dilakukan adalah penelitian pengembangan (*Research & Development*) yang menggunakan model ADDIE. Data validitas game edukasi bersumber dari ahli media pembelajaran dan ahli materi matematika. Data dari uji kepraktisan bersumber dari praktisi/guru kelas V dan VI serta 10 siswa kelas V SD. Pengujian efektivitas produk dilakukan menggunakan desain *one-group pretest-posttest* dengan jumlah sampel 18 siswa kelas V SD. Hasil penelitian menunjukkan bahwa game edukasi berbasis etnomatematika materi bangun datar yang dikembangkan valid, praktis, dan efektif digunakan dalam pembelajaran. Hal ini dibuktikan dengan rerata hasil validitas ahli materi pembelajaran sebesar 4,6 dan validitas ahli media pembelajaran sebesar 4,81 keduanya termasuk dalam kualifikasi sangat baik. Kepraktisan produk juga dinilai sangat baik, dengan persentase kepraktisan berdasarkan respon guru sebesar 96,67%, serta kepraktisan berdasarkan respon siswa sebesar 96,4%. Selain itu, hasil uji-t satu sampel menunjukkan nilai signifikansi (*2-tailed*) pada uji-t berkorelasi sebesar 0,000 atau $p < 0,05$ (taraf signifikansi 5%), sehingga game edukasi berbasis etnomatematika materi bangun datar terbukti efektif dalam meningkatkan motivasi belajar siswa kelas V SD.

Kata Kunci: Game Edukasi, Etnomatematika, Motivasi Belajar, SD

**DEVELOPMENT OF ETHNOMATHEMATICS-BASED EDUCATIONAL
GAMES FOR FLAT BUILDING MATERIALS TO INCREASE THE
LEARNING MOTIVATION OF GRADE V ELEMENTARY SCHOOL
STUDENTS**

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ABSTRACT

This research aims to develop ethnomathematics-based educational games, determine the validity of educational games, determine the practicality of educational games, and determine the effectiveness of ethnomathematics-based educational games of flat building materials to increase the learning motivation of grade V elementary school students. The data collection methods used were interview methods, questionnaire instruments, and questionnaires. The data analysis techniques in this study are qualitative descriptive and quantitative descriptive. The research conducted is research and development (Research & Development) using the ADDIE model. The validity data of educational games is sourced from learning media experts and math subject matter experts. Data from the practicality test was sourced from practitioners/teachers of grades V and VI as well as 10 students of grade V of elementary school. Product effectiveness testing was carried out using a one-group pretest-posttest design with a sample of 18 elementary school grade V students. The results of the study show that the ethnomathematics-based educational game of flat building materials developed is valid, practical, and effective in learning. This is evidenced by the average validity of learning material experts of 4.6 and the validity of learning media experts of 4.81, both of which are included in the very good qualifications. The practicality of the product was also considered very good, with a percentage of practicality based on teacher responses of 96.67%, and practicality based on student responses of 96.4%. In addition, the results of the t-test of one sample showed a significance value (2-tailed) on the correlated t-test of 0.000 or $p < 0.05$ (significance level of 5%), so that an ethnomathematics-based educational game of flat building material proved to be effective in increasing the learning motivation of grade V elementary school students.

Keywords: *Educational Games, Ethnomathematics, Learning Motivation, Elementary*