

**PENGEMBANGAN MEDIA *TRUTH OR DARE* BERBASIS *GAME LEARNING* DALAM MATA PELAJARAN IPAS MATERI DAERAH KU
KEBANGGAANKU PADA SISWA
KELAS V SDN 2 JIMBARAN
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ABSTRAK

Penelitian ini bertujuan untuk (1) untuk mendeskripsikan rancang bangun media pembelajaran *truth or dare* berbasis *game learning* dalam mata pelajaran IPAS materi daerahku kebangganku pada siswa kelas V SDN 2 Jimbaran, (2) untuk mengetahui kelayakan media pembelajaran *truth or dare* berbasis *game learning* dalam mata pelajaran IPAS materi daerahku kebangganku pada siswa kelas V SDN 2 Jimbaran, dan (3) untuk mengetahui efektivitas media pembelajaran *truth or dare* berbasis *game learning* dalam mata pelajaran IPAS materi daerahku kebangganku pada siswa kelas V SDN 2 Jimbaran. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) hasil uji rancang bangun memperoleh skor 93% dengan kualifikasi sangat baik, (2) kelayakan media pembelajaran *truth or dare* berbasis *game learning* berdasarkan hasil uji materi pembelajaran memperoleh skor 91%, hasil uji desain pembelajaran memperoleh skor 92%, hasil uji media pembelajaran memperoleh skor 95%, uji perorangan memperoleh skor 96%, dan uji kelompok kecil memperoleh skor 96% dengan keseluruhan persentase skor berada pada kualifikasi sangat baik, serta (3) hasil uji efektivitas produk memperoleh $t_{hitung} = 8,823 > t_{tabel} = 2,064$ pada taraf signifikansi 5% untuk $dk = 24$ sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media pembelajaran *truth or dare* berbasis *game learning*. Dengan demikian dapat disimpulkan bahwa produk media pembelajaran *truth or dare* berbasis *game learning* layak dan efektif diterapkan dalam pembelajaran materi daerahku kebangganku mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) kelas V SDN 2 Jimbaran.

Kata Kunci: ADDIE, Media Pembelajaran *Truth or Dare*, *Game Learning*, IPAS, Daerahku Kebangganku

**DEVELOPMENT OF TRUTH OR DARE MEDIA BASED ON GAME
LEARNING IN THE SUBJECT OF SCIENCES ON THE MATERIAL OF MY
REGION, MY PRIDE FOR STUDENTS OF CLASS V OF SDN 2 JIMBARAN
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ABSTRACT

This study aims to (1) describe the design of truth or dare learning media based on game learning in the subject of science on the subject of my region, my pride for grade V students of SDN 2 Jimbaran, (2) to determine the feasibility of truth or dare learning media based on game learning in the subject of science on the subject of my region, my pride for grade V students of SDN 2 Jimbaran, and (3) to determine the effectiveness of truth or dare learning media based on game learning in the subject of science on the subject of my region, my pride for grade V students of SDN 2 Jimbaran. This development research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection method used is the questionnaire and test method. The data analysis technique uses quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research show that: (1) the results of the design test obtained a score of 93% with very good qualifications, (2) the feasibility of the game learning-based truth or dare learning media based on the results of the learning material test obtained a score of 91%, the results of the learning design test obtained a score of 92%, the results of the learning media test obtained a score of 95%, the individual test obtained a score of 96%, and the small group test obtained a score of 96% with the overall percentage of scores being in very good qualifications, and (3) the results of the product effectiveness test obtained a t-count = $8.823 > t\text{-table} = 2.064$ at a significance level of 5% for $dk = 24$ so that H_0 is rejected and H_1 is accepted, which means that there is a significant difference before and after using the game learning-based truth or dare learning media. Thus, it can be concluded that the truth or dare learning media product based on game learning is feasible and effective to be applied in learning the material of my proud region in the Natural and Social Sciences (IPAS) subject of class V SDN 2 Jimbaran.

Keywords: ADDIE, Truth or Dare Learning Media, Game Learning, IPAS, My Proud Region