

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS GAME EDUKASI UNTUK KEMAMPUAN MEMBACA SISWA KELAS I SD NEGERI 1 PUPUAN

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan membaca siswa kelas I SD Negeri 1 Pupuan . Penelitian pengembangan ini memiliki 3 tujuan,yaitu: (1) menghasilkan rancang bangun media pembelajaran interkatif berbasis game edukasi membaca, (2) mengetahui validitas isi hasil pengembangan media pembelajaran interaktif berbasis game edukasi membaca, (3) mengetahui respon praktisi dan siswa dalam menggunakan media pembelajaran interaktif berbasis game edukasi membaca. Penelitian ini menggunakan model pengembangan ADDIE, yang tersusun atas lima tahapan , yaitu (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, (5) evaluasi. Metode pengumpulan data yang digunakan dalam penelitian ini adalah metode wawancara, observasi, dan angket/ kuesioner. Hasil penelitian menunjukkan bahwa: (1) media pembelajaran interaktif berbasis game edukasi membaca yang telah dihasilkan memperoleh indeks validitas isi media sebesar 0,97 dengan predikat sangat valid, (2) tingkat pencapaian respon praktisi/guru terhadap media pembelajaran interkatif berbasis game edukasi membaca adalah sebesar 96,5% dengan predikat sangat baik, (4) tingkat pencapaian respon siswa adalah sebesar 97,7% dengan predikat sangat baik. Dengan demikian, dapat disimpulkan bahwa media pembelajaran interkatif berbasis game edukasi untuk kemampuan membaca siswa kelas I SD Negeri 1 Pupuan dianggap valid, dan praktis sehingga laya digunakan dalam proses pembelajaran

Kata Kunci : Pengembangan, Game Edukasi Membaca, Kemampuan Membaca

DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON EDUCATIONAL GAMES TO IMPROVE READING SKILLS OF GRADE I STUDENTS AT SD NEGERI 1 PUPUAN

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ABSTRACT

This research is motivated by the low reading ability of Grade I students at SD Negeri 1 Pupuan. This development research has three main objectives: (1) to produce a design of interactive learning media based on an educational reading game, (2) to determine the content validity of the developed interactive learning media, and (3) to identify the responses of practitioners and students in using the interactive learning media based on the educational reading game. This study employed the ADDIE development model, which consists of five stages: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The data collection methods used in this research were interviews, observations, and questionnaires. The results of the study show that: (1) the developed interactive learning media based on an educational reading game achieved a content validity index of 0.97, classified as "very valid," (2) the practitioners'/teachers' response level reached 96.5%, categorized as "very good," and (3) the students' response level reached 97.7%, also categorized as "very good." Therefore, it can be concluded that the interactive learning media based on an educational reading game is valid and practical, and thus feasible for use in the learning process to support the development of reading skills in Grade I students at SD Negeri 1 Pupuan.

Keywords: Development, Educational Reading Game, Reading Ability