

**PENGEMBANGAN *GAME MATH HUNT* BERORIENTASI *PROBLEM
BASED LEARNING* PADA MUATAN PELAJARAN MATEMATIKA
UNTUK MENINGKATKAN KEMAMPUAN METAKOGNITIF
SISWA KELAS III DI SEKOLAH DASAR NEGERI 2 BANJAR TEGAL**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan hasil rancang bangun pengembangan media pembelajaran *Game Math Hunt*, mengetahui validitas melalui penilaian ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, mengetahui respon siswa, efektivitas dalam meningkatkan kemampuan metakognitif pada muatan pelajaran matematika. Model pengembangan yang digunakan yaitu *ADDIE (Analysis, Design, Development, Implementation, Evaluation)*. Pengumpulan data dilakukan menggunakan metode angket dan test maka data yang diperoleh akan diolah menggunakan teknik analisis kualitatif dan kuantitatif. Berdasarkan analisis data pada penelitian ini, diperoleh (1) rancang bangun *Game Math Hunt*, mengikuti tahapan dari model *ADDIE* (2) validitas game dari ahli isi pembelajaran 91%, ahli desain pembelajaran 90%, ahli media 94%, (4) kepraktisan respon pengguna oleh guru 91%, siswa perorangan 97,66% dan kelompok kecil 98,33% dengan kualifikasi keseluruhan sangat baik, (4) efektivitas pada nilai rata-rata *pretest* soal *essay* 57,64 dan *posttest* 77,80. Perhitungan uji-t berkorelasi menunjukkan nilai sig. yaitu $0,000 < 0,05$ dan nilai $t_{hitung} = 32,377 > t_{tabel} = 2,018$. Dengan demikian media *Game Math Hunt* sangat efektif digunakan dalam meningkatkan kemampuan metakognitif siswa pada muatan pelajaran matematika kelas III di SD Negeri 2 Banjar Tegal.

Kata kunci: Pengembangan, *Game Math Hunt*, *Problem Based Learning*, *ADDIE*, Metakognitif, matematika.

**DEVELOPMENT OF MATH HUNT GAME ORIENTED ON PROBLEM
BASED LEARNING IN MATHEMATICS COURSE CONTENT TO
IMPROVE METACOGNITIVE ABILITY OF GRADE III STUDENTS AT
STATE ELEMENTARY SCHOOL 2 BANJAR TEGAL**

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ABSTRACT

This study aims to describe the results of the design and development of the Game Math Hunt learning media, to determine the validity through the assessment of learning content experts, learning design experts, learning media experts, to determine student responses, effectiveness in improving metacognitive abilities in mathematics lesson content. The development model used is ADDIE (Analysis, Design, Development, Implementation, Evaluation). Data collection was carried out using questionnaire and test methods, so the data obtained will be processed using qualitative and quantitative analysis techniques. Based on the data analysis in this study, it was obtained (1) the design and development of the Game Math Hunt, following the stages of the ADDIE model (2) the validity of the game from learning content experts 91%, learning design experts 90%, media experts 94%, (4) the practicality of user responses by teachers 91%, individual students 97.66% and small groups 98.33% with very good overall qualifications, (4) effectiveness on the average value of the essay question pretest 57.64 and posttest 77.80. The calculation of the correlated t-test shows a sig value. which is $0.000 < 0.05$ and the $t_{\text{count}} \text{ value} = 32.377 > t_{\text{table}} = 2.018$. Thus, the Game Math Hunt media is very effective in improving students' metacognitive abilities in the mathematics subject matter of grade III at SD Negeri 2 Banjar Tegal.

Keywords: Development, Math Hunt Game, Problem Based Learning, ADDIE, Metacognitive, mathematics.