

ABSTRAK

Roseily, Steven (2025), *Pengembangan Game Edukasi Berbasis Model ARCS pada Pelajaran PJOK Materi Atletik untuk Meningkatkan Motivasi Belajar Siswa SMP Kelas VII*. Tesis, Teknologi Pendidikan, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata kunci: game edukasi, model ARCS, motivasi belajar, atletik, PJOK

Penelitian ini bertujuan untuk mengembangkan produk game edukasi bernama *FitMove* berbasis model ARCS (*Attention, Relevance, Confidence, Satisfaction*) pada mata pelajaran Pendidikan Jasmani, Olahraga, dan Kesehatan (PJOK) materi atletik untuk siswa SMP yang teruji validitas, kepraktisan, dan efektivitasnya dalam meningkatkan motivasi belajar siswa. Pengembangan produk ini dirancang sebagai solusi inovatif atas permasalahan rendahnya motivasi dan keterlibatan siswa dalam pembelajaran atletik yang konvensional. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari tahapan *Analysis, Design, Development, Implementation, dan Evaluation*. Penelitian dilaksanakan di SMP Regents School Denpasar dengan subjek uji coba lapangan sebanyak 24 siswa kelas VII yang dipilih berdasarkan kepemilikan perangkat *smartphone*. Instrumen pengumpulan data meliputi lembar validasi ahli, angket respon guru dan siswa, serta kuesioner *Instructional Materials Motivation Survey* (IMMS) untuk mengukur motivasi belajar. Validitas produk diukur menggunakan *Content Validity Index* (CVI), sedangkan reliabilitas data diuji prasyaratnya menggunakan uji normalitas. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif untuk data validasi dan kepraktisan, serta analisis statistik inferensial menggunakan uji *Paired Sample t-Test* untuk menguji efektivitas produk. Hasil penelitian menunjukkan bahwa game edukasi *FitMove* dinyatakan sangat valid dengan skor VC sempurna (1.00) baik dari ahli materi maupun ahli media dan desain. Produk juga dinyatakan sangat praktis berdasarkan respon guru sebesar 94,6% dan respon siswa sebesar 91,1% dengan kategori sangat layak. Uji efektivitas menunjukkan adanya peningkatan motivasi belajar yang signifikan, ditandai dengan perbedaan skor rata-rata *pre-test* (119,71) dan *post-test* (144,00) dengan nilai signifikansi $p < 0,001$. Berdasarkan temuan tersebut dapat disimpulkan bahwa game edukasi berbasis model ARCS ini valid, praktis, dan efektif untuk meningkatkan motivasi belajar siswa dalam pembelajaran PJOK.

ABSTRACT

Roseily, Steven (2025), *Development of ARCS Model-Based Educational Games in Physical Education, Sports, and Health (PJOK) Athletics Material to Increase Learning Motivation of Grade VII Junior High School Students*. Thesis, Educational Technology, Postgraduate Program, Ganesha University of Education.

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Keywords: educational game, ARCS model, learning motivation, athletics, PE

This research aims to develop an educational game product named FitMove based on the ARCS (Attention, Relevance, Confidence, Satisfaction) model for Physical Education, Sports, and Health (PJOK) subjects in athletics material for junior high school students that is tested for its validity, practicality, and effectiveness in increasing student learning motivation. The development of this product is designed as an innovative solution to the problems of low motivation and student involvement in conventional athletics learning. This development research uses the ADDIE model which consists of the stages of Analysis, Design, Development, Implementation, and Evaluation. The research was conducted at SMP Regents School Denpasar with field trial subjects as many as 24 grade VII students selected based on smartphone ownership. Data collection instruments include expert validation sheets, teacher and student response questionnaires, and the Instructional Materials Motivation Survey (IMMS) questionnaire to measure learning motivation. Product validity was measured using the Content Validity Index (CVI), while data reliability was tested for its prerequisites using the normality test. The data analysis technique used is descriptive quantitative analysis for validation and practicality data, as well as inferential statistical analysis using the Paired Sample t-Test to test product effectiveness. Research results show that the FitMove educational game was declared very valid with a perfect VC score (1.00) from both content experts and media and design experts. The product was also declared very practical based on teacher responses of 94.6% and student responses of 91.1% with a very feasible category. Effectiveness tests show a significant increase in learning motivation, marked by the difference in average scores of pre-test (119.71) and post-test (144.00) with a significance value of $p < 0.001$. Based on these findings, it can be concluded that this ARCS model-based educational game is valid, practical, and effective for increasing student learning motivation in PJOK learning.