

ABSTRAK

PENGEMBANGAN VIDEO *MAPLALIAN CURIK-CURIK* BERBASIS GAMIFIKASI MATERI RANTAI MAKANAN MATA PELAJARAN IPAS SISWA KELAS V SDN 10 JIMBARAN

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun video *Maplalian Curik-curik* berbasis gamifikasi materi rantai makanan mata pelajaran IPAS siswa kelas V SDN 10 Jimbaran, (2) mengetahui kualitas video *Maplalian Curik-curik* berbasis gamifikasi materi rantai makanan ditinjau dari isi, desain intruksional, media pembelajaran, uji perorangan dan uji kelompok kecil pada siswa kelas V SDN 10 Jimbaran, (3) mengetahui efektivitas video *Maplalian Curik-curik* berbasis gamifikasi materi rantai makanan mata pelajaran IPAS siswa kelas V SDN 10 Jimbaran. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode angket/kuesioner dan metode tes. Hasil analisis data penelitian ini adalah (1) rancang bangun media video pembelajaran berdasarkan hasil penilaian dari ahli rancang bangun sebesar 95,00% dengan kualifikasi sangat baik, (2) media video pembelajaran dinyatakan layak berdasarkan hasil penilaian dari ahli isi materi pelajaran sebesar 95,00% dengan kualifikasi sangat baik, hasil penilaian dari ahli desain intruksional sebesar 96,43% dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 92,50% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 93,33% dengan kualifikasi sangat baik, dan hasil penilaian uji coba kelompok kecil sebesar 96,11% dengan kualifikasi sangat baik. (3) efektivitas media video pembelajaran berdasarkan uji-t *sample dependent* diperoleh nilai $t_{hitung} = 25,355$ sedangkan nilai t_{tabel} dengan $dk = n-1 = 27-1 = 26$ pada taraf signifikansi 5% diperoleh sebesar 2,056. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Jadi, dapat disimpulkan bahwa media video *Maplalian Curik-curik* berbasis gamifikasi efektif diterapkan pada materi rantai makanan mata pelajaran IPAS siswa kelas V SDN 10 Jimbaran.

Kata Kunci: pengembangan, video pembelajaran, *Curik-curik*, gamifikasi, IPAS

ABSTRACT

This study aims to (1) describe the design of the Maplalian Curik-curik video based on gamification of food chain material for IPAS lessons for fifth-grade students at SDN 10 Jimbaran, (2) determine the quality of the Maplalian Curik-curik video based on gamification of food chain material in terms of content, instructional design, learning media, individual tests and small group tests on fifth grade students at SDN 10 Jimbaran, (3) determine the effectiveness of the Maplalian Curik-curik video based on gamification of food chain material for IPAS lessons for fifth grade students at SDN 10 Jimbaran. This study used the ADDIE development model. Data collection methods were carried out through questionnaires and tests. The results of this research data analysis are (1) the design of the video learning media based on the assessment results from the design expert was 95.00% with a very good qualification, (2) the video learning media was declared feasible based on the assessment results from the subject matter expert was 95.00% with a very good qualification, the assessment results from instructional design experts were 96.43% with a very good qualification, the assessment results from learning media experts were 92.50% with a very good qualification, the individual trial assessment results were 93.33% with a very good qualification, and the small group trial assessment results were 96.11% with a very good qualification. (3) The effectiveness of the learning video media based on the dependent sample t-test obtained a t-count value of 25.355, while the t-table value with $df = n-1 = 27-1 = 26$ at a significance level of 5% was 2.056. These results indicate that $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted. Then can therefore be concluded that the Maplalian Curik-curik gamification-based video media is effective when applied to food chain material in the IPAS subject for Grade V students at SDN 10 Jimbaran.

Keywords: development, educational videos, Curik-curik, gamification, IPAS