

ABSTRAK

Meidiani, Ni Made (2026), *Pengembangan media game edukasi wordwall untuk meningkatkan kemandirian dan hasil belajar murid pada mata pelajaran IPA kelas V sekolah dasar*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha, 2026.

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Kata-kata kunci: game edukasi, hasil belajar, kemandirian belajar, IPA, *Wordwall*

Penelitian ini bertujuan untuk menghasilkan media game edukasi berbasis Wordwall yang valid, praktis, dan efektif dalam meningkatkan kemandirian dan hasil belajar murid kelas V Sekolah Dasar pada mata pelajaran IPA. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) menggunakan model *ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian dilaksanakan di SD Negeri 1 Semarapura Kangin, Kabupaten Klungkung, dengan subjek penelitian meliputi ahli materi, ahli media, guru kelas V, dan murid kelas V. Populasi sekaligus sampel penelitian adalah seluruh murid kelas V yang berjumlah 30 orang. Instrumen yang digunakan meliputi lembar validasi ahli menggunakan *Learning Object Review Instrument* (LORI), angket kepraktisan menggunakan *User Experience Questionnaire* (UEQ), angket kemandirian belajar, serta tes hasil belajar. Data dianalisis secara deskriptif, uji *Wilcoxon Signed Rank Test*, dan perhitungan N-Gain. Hasil penelitian menunjukkan bahwa media game edukasi berbasis Wordwall memiliki tingkat validitas dan kepraktisan yang tinggi. Uji *Wilcoxon* menunjukkan perbedaan signifikan antara nilai *pretest* dan *posttest* ($Z = -4,784$; $p < 0,05$), sedangkan analisis N-Gain menunjukkan peningkatan hasil belajar pada kategori sedang hingga tinggi, serta peningkatan kemandirian belajar murid pada seluruh indikator. Dengan demikian, media game edukasi berbasis Wordwall dinyatakan efektif dan layak digunakan sebagai alternatif media pembelajaran IPA di Sekolah Dasar.

ABSTRACT

Meidiani, Ni Made (2026). Development of Wordwall-Based Educational Game Media to Improve Students' Independence and Learning Outcomes in Fifth-Grade Elementary School Science. Thesis, Elementary Education, Graduate Program, Universitas Pendidikan Ganesha, 2026.

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Keywords: educational game, learning outcomes, learning independence, science, Wordwall

This study aimed to develop a Wordwall-based educational game media that is valid, practical, and effective in improving learning independence and learning outcomes of fifth-grade elementary school students in science subjects. This research employed a Research and Development (R&D) approach using the ADDIE model, which consists of Analysis, Design, Development, Implementation, and Evaluation. The study was conducted at SD Negeri 1 Semarapura Kangin, Klungkung Regency, involving sto geubject-matter experts, media experts, fifth-grade teachers, and fifth-grade students as research subjects. The population as well as the research sample comprised all fifth-grade students, totaling 30 participants. The research instruments included expert validation sheets using the Learning Object Review Instrument (LORI), a practicality questionnaire using the User Experience Questionnaire (UEQ), a learning independence questionnaire, and a learning outcomes test. Data were analyzed using descriptive analysis, the Wilcoxon Signed Rank Test, and N-Gain calculations. The results indicated that the Wordwall-based educational game media demonstrated high levels of validity and practicality. The Wilcoxon test revealed a significant difference between pretest and posttest scores ($Z = -4.784$; $p < 0.05$), while the N-Gain analysis showed improvements in learning outcomes at moderate to high levels, along with increased learning independence across all indicators. Therefore, the Wordwall-based educational game media is considered effective and suitable for use as an alternative instructional medium for science learning in elementary schools.