

**PENGEMBANGAN MEDIA *JUNGLE JOURNEY*  
*FLORFUN* BERBASIS *GAME-BASED LEARNING*  
MATA PELAJARAN IPAS KELAS V SDN 2 SANDING**

Oleh

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**ABSTRAK**

Permasalahan pembelajaran IPAS di sekolah dasar ditandai oleh penggunaan media yang kurang bervariasi, khususnya pada materi keanekaragaman flora dan fauna Indonesia. Penelitian ini bertujuan untuk mengembangkan, mengetahui raancang bangun, kelayakan media pembelajaran dan efektivitas media *Jungle Journey Florfun* berbasis *game-based learning* pada mata pelajaran IPAS kelas V SD Negeri 2 Sanding. Penelitian ini merupakan *Research and Development (R&D)* dengan model ADDIE yang meliputi tahap *Analyze, Design, Development, Implementation, dan Evaluation*. Hasil penelitian menunjukkan bahwa rancang bangun media memperoleh persentase 90,00% (sangat baik). Validasi ahli isi sebesar 98,20%, ahli desain pembelajaran 92,50%, dan ahli media 93,33% (sangat baik). Uji perorangan memperoleh 91,66% dan uji kelompok kecil 95,27% (sangat baik) sehingga dapat dikatakan layak diterapkan. Hasil uji efektivitas menunjukkan  $t\text{-hitung} = 42,34$  lebih besar dari  $t\text{-tabel} = 1,73$ , sehingga media dinyatakan layak dan efektif diterapkan dalam pembelajaran IPAS kelas V SD.

**Kata Kunci:** media pembelajaran interaktif, *game-based learning*, IPAS, sekolah dasar, penelitian pengembangan, *jungle journey florfun*

## **ABSTRACT**

*Problems in IPAS learning at the elementary school level are characterized by low student interest and learning outcomes due to the use of conventional and less interactive instructional media, particularly on the topic of Indonesian flora and fauna biodiversity. This study aimed to develop, determine the feasibility, and examine the effectiveness of the Jungle Journey Florfun media based on game-based learning for fifth-grade students of SD Negeri 2 Sanding. This research employed the Research and Development (R&D) method using the ADDIE model, which consists of Analyze, Design, Development, Implementation, and Evaluation stages. The results showed that the media design obtained a score of 90.00% (very good). Expert validation results indicated 98.20% from the content expert, 92.50% from the instructional design expert, and 93.33% from the media expert (very good category). Individual trials obtained 91.66% and small group trials reached 95.27% (very good). The effectiveness test showed that the calculated t-value (42.34) was higher than the t-table value (1.73), indicating that the media is feasible and effective for IPAS learning in fifth grade elementary school.*

**Keywords:** *interactive learning media, game-based learning, IPAS, elementary school, research and development, jungle journey florfun*

