ABSTRAK

Arta, I Kadek (2026). Pengembangan Aplikasi Belajar Membaca Berbantuan *Game* Interaktif Upaya Meningkatkan Kemampuan Literasi Membaca Siswa Kelas I SD. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini telah disetujui dan diperiksa oleh Pembimbing I: Dr. I Made Citra Wibawa, S.Pd., M.Pd. dan Pembimbing II: Prof. Dr. Ida Bagus Putu Arnyana, M.Si.

Penelitian ini bertujuan untuk mengembangkan aplikasi belajar membaca berbantuan game interaktif yang valid, praktis, dan efektif dalam meningkatkan kemampuan literasi membaca siswa kelas I Sekolah Dasar. Penelitian ini dilatarbelakangi oleh rendahnya kemampuan literasi membaca siswa kelas rendah serta terbatasnya media pembelajaran inovatif yang sesuai dengan karakteristik perkembangan peserta didik. Penelitian ini menggunakan metode penelitian dan pengembangan (*Research and Development*) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah siswa kelas I SD Negeri 3 Serangan. Teknik pengumpulan data dilakukan melalui angket, tes kemampuan literasi membaca, observasi, dan wawancara. Data dianalisis menggunakan analisis deskriptif kuantitatif dan inferensial yang meliputi uji validitas, kepraktisan, dan efektivitas, uji N-Gain, uji normalitas, uji homogenitas, uji *independent samples t-test*, serta perhitungan *effect size* Cohen's d. Hasil penelitian menunjukkan bahwa aplikasi belajar membaca berbantuan game interaktif memiliki tingkat validitas sangat baik berdasarkan penilaian ahli materi dan ahli media. Aplikasi juga dinyatakan praktis berdasarkan respon guru dan siswa. Hasil uji efektivitas menunjukkan peningkatan signifikan kemampuan literasi membaca siswa, dengan nilai N-Gain kategori sedang hingga tinggi dan *effect size* kategori besar. Dengan demikian, aplikasi yang dikembangkan layak dan efektif digunakan sebagai media pembelajaran membaca permulaan di kelas I SD.

Kata kunci: aplikasi belajar membaca, *game* interaktif, literasi membaca, siswa kelas I SD

ABSTRACT

Arta, I Kadek (2026). *Development of a Reading Learning Application Assisted by Interactive Games to Improve Reading Literacy Skills of First-Grade Elementary School Students*. Thesis, Primary Education, Graduate Program, Ganesha University of Education.

This thesis has been reviewed and approved by Supervisor I: Dr. I Made Citra Wibawa, S.Pd., M.Pd. *and Supervisor* II: Prof. Dr. Ida Bagus Putu Arnyana, M.Si.

This study aims to develop a reading learning application assisted by interactive games that is valid, practical, and effective in improving the reading literacy skills of first-grade elementary school students. The study was motivated by the low reading literacy skills of lower-grade students and the limited availability of innovative learning media that align with students' developmental characteristics. This research employed a Research and Development (R&D) method using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The research subjects were first-grade students of SD Negeri 3 Serangan. Data were collected through questionnaires, reading literacy tests, observations, and interviews. Data analysis was conducted using descriptive quantitative and inferential analyses, including validity, practicality, and effectiveness tests, N-Gain analysis, normality test, homogeneity test, independent samples t-test, and Cohen's d effect size calculation. The results showed that the interactive game-assisted reading learning application achieved a very high level of validity based on evaluations by material and media experts. The application was also deemed practical based on teacher and student responses. Effectiveness testing indicated a significant improvement in students' reading literacy skills, with N-Gain scores in the moderate to high categories and a large effect size. Therefore, the developed application is feasible and effective for use as an early reading learning medium in first-grade elementary school classrooms.

Keywords: *reading learning application, interactive games, reading literacy, first-grade elementary school students*