

PENGEMBANGAN *BOARD-GAME-INTERAKTIF* BERBASIS *JOYFUL LEARNING* UNTUK MENSTIMULASI KEMANDIRIAN EMOSIONAL SISWA KELAS II DI SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) rancang bangun media *board game* interaktif berbasis *Joyful Learning* pada materi penerapan sila-sila Pancasila dalam kehidupan sehari-hari, (2) kelayakan media yang ditinjau dari aspek isi materi, desain pembelajaran, media pembelajaran, uji coba perorangan, dan uji coba kelompok kecil, serta (3) efektivitas media dalam menstimulasi kemandirian emosional siswa kelas II sekolah dasar. Media yang dikembangkan berupa *board game* interaktif berbasis *Joyful Learning* yang dirancang menciptakan suasana belajar menyenangkan, aktif, dan bermakna. Permainan ini menggunakan papan permainan, pion, dan dadu, serta dilengkapi kartu pertanyaan, dan aktivitas refleksi emosi yang terintegrasi dengan nilai-nilai Pancasila. Setiap langkah permainan mendorong siswa berdiskusi, bekerja sama, serta mengungkapkan perasaan dan pendapatnya secara percaya diri. Dengan pendekatan ini, pembelajaran tidak lagi monoton, tetapi menghadirkan pengalaman belajar yang menggembirakan sekaligus melatih pengendalian dan kemandirian emosional siswa. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data menggunakan wawancara, observasi, dan angket. Analisis data dilakukan secara deskriptif kuantitatif, deskriptif kualitatif dan statistika inferensial. Hasil penelitian menunjukkan bahwa media memperoleh kategori sangat layak dari para ahli. Persentase kelayakan meliputi ahli isi materi sebesar 94,55%, ahli desain pembelajaran 93,75%, ahli media pembelajaran 95,50%, uji coba perorangan 95,10%, dan uji kelompok kecil 95,59%, seluruhnya berkategori sangat layak. Uji efektivitas menunjukkan nilai t_{hitung} 13,39 lebih besar dari t_{tabel} 1,703 pada taraf signifikansi 5%, sehingga media dinyatakan efektif. Dengan demikian, media *board game* interaktif berbasis *Joyful Learning* efektif diterapkan dalam pembelajaran Pendidikan Pancasila untuk menstimulasi kemandirian emosional siswa kelas II sekolah dasar.

Kata kunci: *board game* interaktif, *joyful learning*, kemandirian emosional, Pendidikan Pancasila.

ABSTRACT

This study aims to determine (1) the design and development of an interactive board game media based on the Joyful Learning approach for the topic of implementing the principles of Pancasila in daily life, (2) the feasibility of the media in terms of content, instructional design, learning media aspects, individual trials, and small group trials, and (3) the effectiveness of the media in stimulating the emotional independence of second-grade elementary school students. The developed product is an interactive board game based on Joyful Learning, designed to create a fun, active, and meaningful learning atmosphere. The game consists of a game board, pawns, and dice, and is equipped with question cards and emotional reflection activities integrated with Pancasila values. Each step in the game encourages students to discuss, collaborate, and express their feelings and opinions confidently. Through this approach, learning becomes more engaging and enjoyable while simultaneously fostering students' emotional regulation and independence. This research is a development study using the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. Data were collected through interviews, observations, and questionnaires. Data analysis was conducted using descriptive quantitative, descriptive qualitative, and inferential statistical techniques. The results indicate that the media achieved a "very feasible" category from experts. The feasibility percentages were as follows: content expert 94.55%, instructional design expert 93.75%, learning media expert 95.50%, individual trial 95.10%, and small group trial 95.59%, all categorized as very feasible. The effectiveness test showed that the calculated t-value (13.39) was greater than the t-table value (1.703) at the 5% significance level, indicating that the media is effective. Therefore, the interactive board game media based on Joyful Learning is effective for use in Pancasila Education learning to stimulate the emotional independence of second-grade elementary school students.

Keywords: interactive board game, joyful learning, emotional independence, Pancasila Education.