

**PENGEMBANGAN *E-BOOK* INTERAKTIF BERBASIS
GAME-BASED-LEARNING UNTUK MENSTIMULASI KEMAMPUAN
KOLABORASI PADA MATERI HAK-KEWAJIBAN KELAS III
SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, mengetahui hasil kelayakan yang ditinjau dari uji ahli isi pembelajaran, uji ahli desain instruksional, uji ahli media pembelajaran, uji coba perorangan, serta uji coba kelompok kecil pada mata pelajaran Pendidikan Pancasila materi hak dan kewajiban kelas III Sekolah Dasar, serta mengetahui efektivitas media *E-Book* interaktif berbasis *game based learning* untuk menstimulasi kemampuan kolaborasi siswa kelas III SD No.3 Sibanggede. Media yang dikembangkan berupa *E-Book* interaktif dengan tampilan digital menarik, dilengkapi materi, video pembelajaran, latihan soal, serta permainan edukatif. Penerapan *game based learning* dalam media ini memberikan pengalaman belajar yang menyenangkan melalui aktivitas permainan. Penelitian ini menggunakan model pengembangan ADDIE, yang terdiri dari tahapan: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Metode pengumpulan data dilaksanakan melalui metode non tes berupa observasi, wawancara, dan angket/kuesioner. Hasil penelitian pengembangan ini terdiri dari (1) rancang bangun media *E-Book* interaktif berbasis *game based learning* berupa *flowchart* dan *storyboard* berdasarkan tahapan model ADDIE untuk menghasilkan media *E-Book* interaktif yang dapat diakses melalui perangkat lunak seperti laptop, *handphone*, dan PC. (2) Hasil kelayakan produk dilakukan melalui penilaian ahli isi materi pembelajaran sebesar (97,91%), ahli desain instruksional sebesar (90%), ahli media pembelajaran sebesar (89,95%), uji coba perorangan sebesar (96,52%), serta uji coba kelompok kecil sebesar (94,67%). (3) berdasarkan hasil uji efektivitas media ini di uji melalui uji *t sampel dependent* diperoleh hasil t_{hitung} sebesar 25,405 sedangkan nilai t_{tabel} 1,725. Hasil tersebut menunjukkan bahwa $t_{hitung} 25,405 > t_{tabel} 1,725$. Maka dari analisis tersebut dapat disimpulkan bahwa H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media *E-Book* interaktif berbasis *game based learning* untuk menstimulasi kemampuan kolaborasi siswa kelas III SD No. 3 Sibanggede pada materi hak dan kewajiban efektif digunakan dalam proses pembelajaran.

Kata Kunci: pengembangan, *E-Book* interaktif, *game based learning*, kemampuan kolaborasi, Pendidikan Pancasila.

ABSTRACT

This study aims to describe the design, determine the feasibility results reviewed from the expert test of learning content, expert test of instructional design, expert test of learning media, individual trials, and small group trials on the subject of Pancasila Education, material on rights and obligations of grade III Elementary School, and determine the effectiveness of interactive E-Book media based on game based learning to stimulate the collaboration skills of grade III students of SD No. 3 Sibanggede. The media developed is an interactive E-Book with an attractive digital display, equipped with materials, learning videos, practice questions, and educational games. The application of game based learning in this media provides a fun learning experience through game activities. This study uses the ADDIE development model, which consists of the following stages: Analysis, Design, Development, Implementation, and Evaluation. Data collection methods are carried out through non-test methods in the form of observation, interviews, and questionnaires. The results of this development research consist of (1) the design of interactive E-Book media based on game based learning in the form of flowcharts and storyboards based on the stages of the ADDIE model to produce interactive E-Book media that can be accessed via software such as laptops, cellphones, and PCs. (2) The results of the product feasibility were carried out through expert assessments of learning material content of (97.91%), instructional design experts of (90%), learning media experts of (89.95%), individual trials of (96.52%), and small group trials of (94.67%). (3) based on the results of the effectiveness test of this media, tested through the dependent sample t test, the t count result was 25.405 while the t table value was 1.725. These results indicate that $t \text{ count } 25.405 > t \text{ table } 1.725$. So from this analysis it can be concluded that H_0 is rejected and H_1 is accepted. So it can be concluded that the interactive E-Book media based on game-based learning to stimulate the collaboration skills of grade III students of SD No. 3 Sibanggede on the material of rights and obligations is effectively used in the learning process.

Keywords: *Development, interactive E-Book, game based learning, collaboration skills, Pancasila Education.*