PENGEMBANGAN MODUL-INTERAKTIF BERBASIS *GAMIFIKASI* UNTUK MENSTIMULASI *SELF-EXPRESSION* PADA MATERI PENERAPAN NILAI PANCASILA DI RUMAH KELAS II SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran digital berupa modul interaktif berbasis *gamifikasi* yang efektif digunakan untuk menstimulasi *self-expression* siswa pada materi penerapan nilai Pancasila di rumah kelas II Sekolah Dasar. *Gamifikasi* dalam penelitian ini dimaknai sebagai penambahan unsur-unsur permainan sederhana dalam modul interaktif, seperti aktivitas berbentuk permainan, tantangan ringan, pemberian poin, dam umpan balik langsung, yang bertujuan untuk meningkatkan motivasi belajar dan keterlibatan siswa dalam proses pembelajaran. Modul interaktif yang dikembangkan menyajikan materi Pendidikan Pancasila secara kontekstual dan interaktif sehingga mendorong siswa untuk berpartisipasi serta mengekspresikan pemikiran, perasaan, dan pengalaman mereka dalam kehidupan sehari-hari. Penelitian ini memiliki tiga tujuan utama, yaitu mendeskripsikan rancang bangun, mengetahui tingkat kelayakan media pembelajaran yang dikembangkan, serta menguji efektivitas media pembelajaran yang dikembangkan. Model pengembangan yang digunakan adalah model ADDIE yang meliputi analisis, desain, pengembangan, implementasi, dan evaluasi. Hasil kelayakan menunjukkan bahwa penilaian ahli isi materi memperoleh persentase sebesar 97,91%, ahli desain instruksional sebesar 90%, dan ahli media pembelajaran sebesar 94,17% dengan kualifikasi sangat layak. Hasil uji coba perorangan memperoleh persentase sebesar 91,67%, sedangkan uji coba kelompok kecil memperoleh persentase sebesar 90,28%, yang juga berada pada kualifikasi sangat layak. Uji efektivitas media ini di uji melalui uji t *sample dependent*. Hasil perhitungan uji t *sample dependent* menunjukkan nilai t_{hitung} sebesar 20,172 sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan dk = $(n_1 - 1)$ = $(30 - 1)$ = 29 diperoleh nilai t_{tabel} 1,699. Hasil tersebut menunjukkan bahwa t_{hitung} 20,172 > t_{tabel} 1,699. Maka dari hasil analisis tersebut, disimpulkan bahwa modul interaktif berbasis *gamifikasi* efektif digunakan untuk menstimulasi *self-expression* siswa pada materi penerapan nilai Pancasila di rumah kelas II Sekolah Dasar.

Kata Kunci: pengembangan, modul-interaktif, *gamifikasi, self-expression,* Pendidikan Pancasila.

DEVELOPMENT OF A GAMIFICATION-BASED INTERACTIVE MODULE TO STIMULATE SELF-EXPRESSION IN THE TOPIC OF APPLYING PANCASILA VALUES AT HOME FOR SECOND GRADE ELEMENTARY SCHOOL STUDENTS

ABSTRACT

This study aims to develop a digital learning media in the form of an interactive gamification-based module that is effectively used to stimulate students' selfexpression on the application of Pancasila values at home in grade II of Elementary School. Gamification in this study is interpreted as the addition of simple game elements in interactive modules, such as game-shaped activities, easy challenges, awarding points, and direct feedback, which aims to increase learning motivation and student involvement in the learning process. The developed interactive module presents Pancasila Education material in a contextual and interactive manner so as to encourage students to participate and express their thoughts, feelings, and experiences in everyday life. This study has three main objectives, namely describing the design, determining the feasibility level of the developed learning media, and testing the effectiveness of the developed learning media. The development model used is the ADDIE model which includes analysis, design, development, implementation, and evaluation. The feasibility results show that the assessment of material content experts obtained a percentage of 97.91%, instructional design experts 90%, and learning media experts 94.17% with very worthy qualifications. The individual trial results obtained a percentage of 91.67%, while the small group trial obtained a percentage of 90.28%, which is also in the very adequate qualification. The effectiveness of this media was tested using a dependent sample t-test. The calculation results of the dependent sample t-test showed a calculated t value of 20.172, while the t table value at a significance level of 5% and dk = (n1 - 1) = (30 - 1) = 29 obtained a t table value of 1.699. These results indicate that the calculated t of 20.172 > t table 1.699. Therefore, from the results of this analysis, it is concluded that the interactive gamification-based module is effective for stimulating students' self-expression in the application of Pancasila values at home in grade II of elementary school.

Keywords: *development, interactive module, gamification, self-expression, Pancasila Education.*