

**PENGEMBANGAN MEDIA PEMBELAJARAN *FUN THINKERS* DIGITAL
PADA MATERI SIKLUS MAKHLUK HIDUP UNTUK MENINGKATKAN
HASIL BELAJAR SISWA KELAS III SD NEGERI 1 ASTINA**

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ABSTRAK

Penelitian ini bertujuan menganalisis, mengevaluasi, dan menguji keefektifan media pembelajaran *Fun Thinkers* Digital untuk meningkatkan hasil belajar siswa kelas III. Penelitian ini merupakan penelitian pengembangan dengan desain ADDIE. Subjek uji efektivitas pada kelompok eksperimen dan kontrol masing-masing 36 siswa, sedangkan uji validitas melibatkan 4 ahli media dan 4 ahli materi, serta uji kepraktisan melibatkan 5 guru, 3 siswa (perorangan), dan 9 siswa (kelompok kecil). Data dikumpulkan melalui kuesioner dan tes hasil belajar, kemudian dianalisis secara deskriptif dan inferensial menggunakan uji-t. Hasil menunjukkan nilai Aiken's V ahli media sebesar 1,2556 dan ahli materi 0,8833 (valid), kepraktisan guru 94,66%, uji perorangan 95,00%, dan uji kelompok kecil 95,55% (sangat praktis). Uji efektivitas memperoleh $t = 2,187$ dengan $\text{Sig.} = 0,032 < 0,05$ dan selisih rerata 4,722. Kesimpulannya, media *Fun Thinkers* Digital layak, praktis, dan efektif meningkatkan hasil belajar. Implikasinya, media ini dapat digunakan sebagai alternatif pembelajaran IPAS berbasis digital.

Kata Kunci: media pembelajaran digital, *Fun Thinkers*, siklus makhluk hidup, hasil belajar, IPAS

***DEVELOPMENT OF DIGITAL FUN THINKERS LEARNING MEDIA ON
THE CYCLE OF LIVING THINGS TO IMPROVE THE LEARNING
OUTCOMES OF GRADE III STUDENTS OF SD NEGERI 1 ASTINA***

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ABSTRACT

This study aimed to analyze, evaluate, and examine the effectiveness of Fun Thinkers Digital learning media in improving third-grade students' learning outcomes. This research employed a development approach using the ADDIE design. The effectiveness test involved 36 students in the experimental group and 36 students in the control group, while the validity test involved four media experts and four content experts, and the practicality test involved five teachers, three students in individual trials, and nine students in small-group trials. Data were collected using questionnaires and learning outcome tests and analyzed through descriptive and inferential statistics using an independent t-test. The results showed Aiken's V values of 1.2556 for media experts and 0.8833 for content experts (valid). Practicality scores reached 94.66% (teachers), 95.00% (individual trials), and 95.55% (small group). The effectiveness test yielded $t = 2.187$ with $\text{Sig.} = 0.032 < 0.05$ and a mean difference of 4.722. In conclusion, Fun Thinkers Digital is feasible, practical, and effective in improving learning outcomes. Its implication is that this media can be used as an alternative digital-based IPAS learning medium.

Keywords: digital learning media, Fun Thinkers, life cycle of living beings, learning outcomes, IPAS

