

# **PENGEMBANGAN MEDIA *GAMEBOARD* BERBASIS PERMAINAN “*WHO IS IT?*” PADA MATERI SEJARAH PERUMUSAN PANCASILA**

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## **ABSTRAK**

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar dan kurangnya partisipasi aktif siswa pada pembelajaran Pendidikan Pancasila, khususnya materi Sejarah Perumusan Pancasila di kelas IV SD No. 3 Buduk. Proses pembelajaran yang masih didominasi metode ceramah menyebabkan siswa kurang tertarik dan mengalami kesulitan memahami materi. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media *Gameboard* berbasis permainan “*Who Is It?*” yang valid, praktis, dan efektif untuk meningkatkan hasil belajar siswa. Penelitian ini menggunakan metode penelitian dan pengembangan (*Research and Development*) dengan model 4D yang terdiri atas tahap *define, design, develop, dan disseminate*. Subjek penelitian melibatkan 29 siswa kelas IV SD No. 3 Buduk. Metode pengumpulan data menggunakan kuesioner dan tes objektif pilihan ganda. Data dianalisis secara deskriptif kualitatif dan kuantitatif untuk mengetahui tingkat validitas dan efektivitas media. Hasil penelitian menunjukkan bahwa media *gameboard* berbasis permainan “*Who Is It?*” memperoleh kualifikasi sangat baik berdasarkan hasil validasi ahli isi pembelajaran sebesar 93,33%, ahli desain pembelajaran sebesar 96,88%, dan ahli media pembelajaran sebesar 97,73%. Uji coba perorangan memperoleh persentase 97,12% dan uji coba kelompok kecil sebesar 96,92% dengan kategori sangat baik. Hasil uji efektivitas menunjukkan nilai rata-rata *pre-test* sebesar 47,07 meningkat menjadi 72,41 pada *post-test*. Hasil uji-t berkorelasi memperoleh nilai t-hitung sebesar 12,57 lebih besar dari t-tabel sebesar 2,048 pada taraf signifikansi 5%, sehingga media dinyatakan efektif meningkatkan hasil belajar siswa. Maka dapat disimpulkan penelitian ini menunjukkan bahwa media *gameboard* berbasis permainan “*Who Is It?*” layak dan efektif digunakan dalam pembelajaran Pendidikan Pancasila. Penelitian selanjutnya disarankan untuk mengembangkan media dalam bentuk digital atau aplikasi interaktif *hybrid* guna mengatasi keterbatasan pembelajaran jarak jauh (*online*).

**Kata Kunci:** *Gameboard, Who Is It, Perumusan Pancasila, Media Pembelajaran.*

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***ABSTRACT***

*This research is motivated by the low learning outcomes and lack of active participation of students in Pancasila Education learning, especially the material of the History of the Formulation of Pancasila in grade IV of SD No. 3 Buduk. The learning process is still dominated by lecture methods causing students to be less interested and have difficulty understanding the material. Therefore, this study aims to develop a valid, practical, and effective Gameboard media based on the game "Who Is It?" to improve student learning outcomes. This study uses a research and development method (R&D) with a 4D model consisting of the stages of define, design, develop, and disseminate. The research subjects involved 29 grade IV students of SD No. 3 Buduk. The data collection method used questionnaires and multiple-choice objective tests. Data were analyzed descriptively qualitatively and quantitatively to determine the level of validity and effectiveness of the media. The results showed that the gameboard media based on the game "Who Is It?" obtained very good qualifications based on the validation results of learning content experts of 93.33%, learning design experts of 96.88%, and learning media experts of 97.73%. The individual trial obtained a percentage of 97.12% and the small group trial was 96.92% with a very good category. The results of the effectiveness test showed an average pre-test value of 47.07 increasing to 72.41 in the post-test. The results of the correlated t-test obtained a t-count value of 12.57 greater than the t-table of 2.048 at a significance level of 5%, so that the media was declared effective in improving student learning outcomes. Therefore, it can be concluded that this study shows that the gameboard media based on the game "Who Is It?" is feasible and effective for use in Pancasila Education learning. Further research is recommended to develop media in digital form or hybrid interactive applications to overcome the limitations of distance learning (online).*

**Keywords:** *Gameboard, Who Is It, Formulation of Pancasila, Learning Media*