

**PENGEMBANGAN MEDIA VIDEO INTERAKTIF BERBANTUAN *DIGITAL
GAME-BASED ASSESSMENT PLATFORM EDUCAPLAY* UNTUK
MENINGKATKAN PEMAHAMAN SISWA PADA MATERI BAHASA
INGGRIS *IT IS MY FAMILY* KELAS II SEKOLAH DASAR**

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ABSTRAK

Rendahnya pemahaman siswa kelas II sekolah dasar pada materi Bahasa Inggris *It Is My Family*, khususnya dalam penguasaan kosakata anggota keluarga dan penggunaan kalimat sederhana, menunjukkan perlunya media pembelajaran yang lebih interaktif dan menarik. Berdasarkan hasil observasi awal terhadap 24 siswa kelas II SD Albana Bali, sebanyak 14 siswa (58,3%) belum mencapai KKTP, sedangkan hanya 10 siswa (41,7%) yang telah mencapai ketuntasan belajar. Penelitian ini bertujuan untuk mengembangkan media *video* interaktif berbantuan *digital game-based assessment* menggunakan *platform Educaplay* untuk meningkatkan pemahaman siswa kelas II SD pada materi Bahasa Inggris *It Is My Family*. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan model ADDIE yang meliputi tahap *analysis, design, development, implementation, dan evaluation*. Subjek penelitian terdiri atas satu ahli rancang bangun pembelajaran, satu ahli materi, satu ahli desain pembelajaran, satu ahli media, satu guru kelas II, dan 24 siswa kelas II SD Albana Bali. Pengumpulan data dilakukan menggunakan angket validasi, angket kepraktisan, serta tes *pretest* dan *posttest*. Hasil penelitian menunjukkan bahwa media memperoleh persentase validitas sebesar 95% pada ahli rancang bangun, 94,5% pada ahli isi, 90% pada ahli desain pembelajaran, dan 93,3% pada ahli media dengan kualifikasi sangat layak. Hasil uji kepraktisan guru memperoleh persentase 93,6%, uji coba perorangan 92,7%, dan uji kelompok kecil 91,8% dengan kategori sangat baik. Hasil uji efektivitas menunjukkan nilai *t* hitung sebesar 26,146 lebih besar daripada *t* tabel sebesar 2,069 pada taraf signifikansi 5%, sehingga media dinyatakan efektif meningkatkan pemahaman siswa. Dengan demikian, media *video* interaktif berbantuan Educaplay layak digunakan dalam pembelajaran Bahasa Inggris di sekolah dasar. Implikasi penelitian ini menunjukkan bahwa penggunaan media pembelajaran interaktif berbasis permainan digital dapat meningkatkan keterlibatan, motivasi, dan pemahaman siswa dalam pembelajaran Bahasa Inggris di sekolah dasar.

Kata Kunci: *video* interaktif, *Educaplay*, *game-based assessment*, pemahaman siswa, sekolah dasar.

**DEVELOPMENT OF INTERACTIVE VIDEO MEDIA ASSISTED BY DIGITAL
GAME-BASED ASSESSMENT PLATFORM EDUCAPLAY TO IMPROVE
STUDENTS' UNDERSTANDING OF IT IS MY FAMILY GRADE II
ELEMENTARY SCHOOL ENGLISH MATERIAL**

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ABSTRACT

The low understanding of elementary school grade II students in the English material It Is My Family, especially in mastering the vocabulary of family members and the use of simple sentences, shows the need for more interactive and interesting learning media. Based on the results of initial observations of 24 second grade students of SD Albana Bali, as many as 14 students (58.3%) have not achieved KKTP, while only 10 students (41.7%) have achieved learning completion. This research aims to develop interactive video media assisted by digital game-based assessment using the Educaplay platform to improve the understanding of grade II elementary school students in the English material It Is My Family. This research is a research and development using the ADDIE model which includes the stages of analysis, design, development, implementation, and evaluation. The research subjects consisted of one learning design expert, one material expert, one learning design expert, one media expert, one grade II teacher, and 24 grade II students of SD Albana Bali. Data collection was carried out using validation questionnaires, practicality questionnaires, and pretest and posttest tests. The results showed that the media obtained a validity percentage of 95% for design experts, 94.5% for content experts, 90% for learning design experts, and 93.3% for media experts with very decent qualifications. The results of the teacher's practicality test obtained a percentage of 93.6%, an individual trial of 92.7%, and a small group test of 91.8% with the category of very good. The results of the effectiveness test showed that the t-count value of 26.146 was greater than the t-table of 2.069 at a significance level of 5%, so that the media was declared effective in improving student understanding. Thus, Educaplay-assisted interactive video media is suitable for use in English learning in elementary schools. The implications of this study show that the use of interactive learning media based on digital games can increase student engagement, motivation, and understanding in English learning in elementary school.

Keywords: *interactive video, Educaplay, game-based assessment, student understanding, elementary school.*