

**PENGEMBANGAN *NUSANTARA CHRONICLES* GAME EDUKATIF BERBASIS
CODING DALAM MENINGKATKAN KEMAMPUAN BERPIKIR KRITIS SISWA
PADA MATERI SEJARAH DAN BUDAYA
KELAS V SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan mengembangkan media pembelajaran inovatif berupa Nusantara Chronicles Game berbasis coding guna meningkatkan kemampuan berpikir kritis siswa kelas V Sekolah Dasar pada materi Sejarah dan Budaya. Pengembangan ini dilakukan untuk mengatasi permasalahan pembelajaran yang masih bersifat konvensional, monoton, berpusat pada guru, serta minim penggunaan teknologi. Metode yang digunakan adalah penelitian pengembangan (Research and Development) dengan model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Data dikumpulkan melalui observasi, kuesioner, dan tes, kemudian dianalisis secara deskriptif dan inferensial menggunakan uji-t. Hasil penelitian menunjukkan: (1) media dinyatakan sangat valid berdasarkan penilaian ahli materi dan ahli media; (2) media dinyatakan praktis karena memiliki antarmuka intuitif yang mudah dioperasikan oleh guru maupun siswa; dan (3) media terbukti efektif meningkatkan kemampuan berpikir kritis secara signifikan, ditunjukkan dengan nilai signifikansi $< 0,001$ pada hasil posttest. Simpulannya, Nusantara Chronicles Game layak dan efektif digunakan sebagai media pembelajaran interaktif untuk mendorong keaktifan serta kemampuan analisis siswa di Sekolah Dasar.

Kata Kunci: *Nusantara Chronicles Game, Coding, Berpikir Kritis, Sejarah dan Budaya, ADDIE.*

**DEVELOPMENT OF NUSANTARA CHRONICLES, A CODING-BASED
EDUCATIONAL GAME TO IMPROVE STUDENTS' CRITICAL THINKING
ABILITIES ON HISTORY AND CULTURE
GRADE V, ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to develop an innovative learning medium, the Nusantara Chronicles Game, based on coding to improve the critical thinking skills of fifth-grade elementary school students in History and Culture. This development was undertaken to address the challenges of conventional, monotonous, teacher-centered learning, and minimal use of technology. The method used was Research and Development (R&D) with the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. Data were collected through observations, questionnaires, and tests, then analyzed descriptively and inferentially using t-tests. The results showed: (1) the media was declared highly valid based on the assessments of material experts and media experts; (2) the media was declared practical due to its intuitive interface that is easy for both teachers and students to operate; and (3) the media was proven effective in significantly improving critical thinking skills, as indicated by a significance value <0.001 in the posttest results. In conclusion, the Nusantara Chronicles Game is feasible and effective for use as an interactive learning medium to encourage student engagement and analytical skills in elementary schools.

Keywords: Nusantara Chronicles Game, Coding, Critical Thinking, History and Culture, ADDIE.