

**PENGEMBANGAN MEDIA DIGITAL INTERAKTIF BERBASIS
EDUCANDY UNTUK MENSTIMULASI REGULASI EMOSI ANAK
KELOMPOK B DI GUGUS V SINGARAJA**

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ABSTRAK

Perkembangan regulasi emosi anak memegang peranan penting dalam menjalani aktivitas sehari-hari dan pembelajaran formal. Namun, media pembelajaran yang digunakan selama ini dinilai kurang optimal yang dimana menyebabkan siswa kurang termotivasi dalam belajar dan mengalami kesulitan dalam meregulasi emosi. Padahal meregulasi emosi merupakan fondasi yang penting bagi siswa dalam mempelajari pelajaran di jenjang selanjutnya. Penelitian ini bertujuan untuk mengembangkan media digital interaktif berbentuk educandy yang menstimulasi regulasi emosi anak. Penelitian menggunakan pendekatan Research and Development (R&D) dengan model ADDIE yang terdiri dari lima tahap, yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini meliputi ahli materi, ahli media, guru kelas, serta 30 siswa dari masing-masing kelompok B dari TK Kartika VII-3, TK Negeri Banjar Jawa, TK Eka Dharma, dan TK Pelita Kasih. Data dikumpulkan melalui lembar validasi ahli, angket respon guru, dan angket respon siswa. Hasil penelitian menunjukkan bahwa media educandy memperoleh tingkat validitas yang sangat baik, yakni 4,75 dari ahli materi, 4,66 dari ahli media, 4,66 dan 5,00 dari guru, dan 4,1 dari siswa dengan kategori sangat baik. Hasil ini menegaskan bahwa media digital interaktif berbasis educandy yang dikembangkan tergolong valid, praktis, dan layak digunakan dalam proses belajar mengajar di taman kanak-kanak. Kesimpulannya, media digital interaktif berbasis educandy terbukti mampu menstimulasi regulasi emosi anak, memotivasi, serta menciptakan suasana belajar yang interaktif, kreatif, dan menyenangkan. Implikasi dari penelitian ini menunjukkan bahwa media digital interaktif berbasis educandy dapat menjadi inovasi pembelajaran yang efektif bagi guru dalam meningkatkan keterlibatan dan hasil belajar anak pada aspek sosial emosional regulasi emosi.

Kata kunci : Media Pembelajaran, Alat Permainan Interaktif, Regulasi Emosi

**DEVELOPMENT OF INTERACTIVE DIGITAL MEDIA BASED ON
EDUCANDY TO STIMULATE EMOTIONAL REGULATION OF
CHILDREN IN GROUP B IN CLUSTER V SINGARAJA**

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ABSTRACT

The development of children's emotional regulation plays a crucial role in their daily activities and formal learning. However, the learning media used so far is considered suboptimal, causing students to be less motivated in learning and experience difficulties in regulating their emotions. Emotional regulation is an important foundation for students in learning lessons at the next level. This study aims to develop an interactive digital media in the form of educandy that stimulates children's emotional regulation. The study uses a Research and Development (R&D) approach with the ADDIE model consisting of five stages: analysis, design, development, implementation, and evaluation. The subjects of this study included material experts, media experts, class teachers, and 30 students from each group B of Kartika VII-3 Kindergarten, Banjar Jawa State Kindergarten, Eka Dharma Kindergarten, and Pelita Kasih Kindergarten. Data were collected through expert validation sheets, teacher response questionnaires, and student response questionnaires. The results of the study showed that the educandy media obtained a very good level of validity, namely 4.75 from material experts, 4.66 from media experts, 4.66 and 5.00 from teachers, and 4.1 from students with a very good category. These results confirm that the developed educandy-based interactive digital media is valid, practical, and suitable for use in the teaching and learning process in kindergartens. In conclusion, educandy-based interactive digital media has been proven to be able to stimulate children's emotional regulation, motivate, and create an interactive, creative, and fun learning atmosphere. The implications of this study indicate that educandy-based interactive digital media can be an effective learning innovation for teachers in improving children's engagement and learning outcomes in the social-emotional aspect of emotional regulation.

Keywords: Learning Media, Educational Toys, Emotion Regulation.