

**PENGEMBANGAN MEDIA *GAME* BERBASIS *QUIZ* UNTUK
MENINGKATKAN HASIL BELAJAR IPAS MATERI MARI KENALI
HEWAN DI SEKITAR KITA KELAS III SEKOLAH DASAR**

Oleh

Putu Adi Yoga Suputra, NIM 2211031453

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan *game* berbasis *quiz* pada materi mari kenali hewan di sekitar kita, yang valid, praktis, dan efektif dalam meningkatkan hasil belajar siswa kelas III SD Negeri 4 Kalibukbuk. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE. Kelayakan media dievaluasi melalui uji validitas ahli materi dan media, kepraktisan diuji melalui respon siswa, sementara efektivitas dianalisis menggunakan uji-t. Hasil penelitian menunjukkan bahwa validitas *Aiken's V* skor ahli materi memperoleh 1,38 dan validitas ahli media memperoleh skor 1,46 dengan kualifikasi sangat valid. Uji kepraktisan media menunjukkan kategori sangat praktis untuk digunakan dalam pembelajaran. Hasil analisis efektivitas melalui uji-t menunjukkan nilai signifikansi 0,000 ($< 0,05$) yang menandakan adanya peningkatan signifikan terhadap hasil belajar siswa setelah penggunaan *game* berbasis *quiz*. Berdasarkan temuan tersebut, *game* berbasis *quiz* dinyatakan layak, praktis, dan efektif untuk meningkatkan hasil belajar siswa pada materi mari kenali hewan di sekitar kita di sekolah dasar.

Kata kunci: *game* berbasis *quiz*, hasil belajar IPAS, model ADDIE.

**THE DEVELOPMENT OF QUIZ-BASED GAME MEDIA TO IMPROVE
SCIENCE LEARNING OUTCOMES ON THE MATERIAL LET'S GET
TO KNOW THE ANIMALS AROUND US GRADE THIRD OF
ELEMENTARY SCHOOL**

By

Putu Adi Yoga Suputra, NIM 2211031453

Elementary School Teacher Education Study Program

Departement of Elementary Education

ABSTRACT

This study aims to develop a quiz-based game on the material "let's recognize animals around us", which is valid, practical, and effective in improving the learning outcomes of third-grade students of SD Negeri 4 Kalibukbuk. The research method used is Research and Development (R&D) with the ADDIE development model. The feasibility of the media was evaluated through the validity test of material and media experts, practicality was tested through student responses, while effectiveness was analyzed using a t-test. The results showed that the validity of the Aiken's V score of material experts obtained 1.38 and the validity of media experts obtained a score of 1.46 with a very valid qualification. The practicality test of the media showed a very practical category for use in learning. The results of the effectiveness analysis through the t-test showed a significance value of 0.000 (<0.05) which indicated a significant increase in student learning outcomes after the use of quiz-based games. Based on these findings, the quiz-based game was deemed feasible, practical, and effective for improving student learning outcomes in elementary school's "Let's Get to Know the Animals Around Us" topic.

Keywords: *quiz-based game, science learning outcomes, ADDIE model*