

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS
GAME EDUCAPLAY UNTUK MENINGKATKAN MINAT
BELAJAR PADA MATA PELAJARAN PANCASILA
DI SEKOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya minat belajar siswa dan minimnya penggunaan media pembelajaran interaktif. Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif Pendidikan Pancasila kelas IV berbasis *Educaplay*, menguji validitas, kepraktisan, dan efektivitas media dalam meningkatkan minat belajar siswa sekolah dasar. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) yang menggunakan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian terdiri atas ahli media, ahli materi, guru kelas IV, dan siswa kelas IV SD Negeri Sekaan. Metode pengumpulan data yang digunakan meliputi angket, observasi, dan tes. Instrumen penelitian berupa lembar validasi ahli, angket respons guru dan siswa, serta instrumen minat belajar. Data dianalisis menggunakan analisis deskriptif kuantitatif, uji normalitas, dan uji hipotesis menggunakan *paired sample t-test*.

Hasil penelitian menunjukkan bahwa media pembelajaran interaktif Pendidikan Pancasila kelas IV berbasis *Educaplay* yang dikembangkan memenuhi kriteria sangat layak. Hasil validasi ahli media memperoleh nilai rata-rata sebesar 3,73 dengan kategori sangat layak, sedangkan hasil validasi ahli materi memperoleh nilai rata-rata sebesar 3,60 dengan kategori sangat layak. Hasil uji kepraktisan menunjukkan bahwa respons guru memperoleh nilai rata-rata sebesar 3,60 dan respons siswa sebesar 3,58 dengan kategori sangat praktis. Hasil uji efektivitas menggunakan *paired sample t-test* menunjukkan nilai signifikansi sebesar 0,000 ($<0,05$), sehingga media pembelajaran berbasis *Educaplay* terbukti efektif dalam meningkatkan minat belajar siswa kelas IV sekolah dasar. Dengan demikian, media pembelajaran interaktif berbasis *Educaplay* layak digunakan sebagai media pembelajaran Pendidikan Pancasila di sekolah dasar.

Kata kunci: media pembelajaran interaktif, *Educaplay*, Pendidikan Pancasila, minat belajar, model ADDIE.

**DEVELOPING EDUCAPLAY GAME-BASED LEARNING MEDIA TO
IMPROVE INTEREST IN LEARNING PANCASILA IN ELEMENTARY
SCHOOLS**

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ABSTRACT

This study was motivated by students' low interest in learning and the limited use of interactive learning media. This study aimed to develop an Educaplay-based interactive learning media for fourth-grade Pancasila Education, and to examine its validity, practicality, and effectiveness in improving elementary school students' learning interest. This study employed a Research and Development (R&D) approach using the ADDIE model, consisting of Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included media experts, material experts, fourth-grade teachers, and fourth-grade students of SD Negeri Sekaan. Data were collected through questionnaires, observations, and tests. The research instruments consisted of expert validation sheets, teacher and student response questionnaires, and learning interest instruments. The data were analyzed using quantitative descriptive analysis, normality tests, and hypothesis testing through paired sample t-tests.

The results indicated that the developed Educaplay-based interactive learning media met the criteria of being highly feasible. The media expert validation obtained an average score of 3.73, categorized as highly feasible, while the material expert validation obtained an average score of 3.60, also categorized as highly feasible. The practicality test showed that the teacher response score reached an average of 3.60 and the student response score reached 3.58, both categorized as highly practical. The effectiveness test using a paired sample t-test showed a significance value of 0.000 (<0.05), indicating that the Educaplay-based learning media was effective in improving the learning interest of fourth-grade elementary school students. Therefore, the Educaplay-based interactive learning media is appropriate for use in Pancasila Education learning at the elementary school level.

Keywords: interactive learning media, Educaplay, Pancasila Education, learning interest, ADDIE model.