

PENGEMBANGAN GAME EDUKATIF BERBASIS *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN PEMAHAMAN SISWA PADA MATA PELAJARAN IPAS KELAS V SD

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengetahui bagaimana rancang bangun game edukatif berbasis problem based learning pada pembelajaran IPAS, (2) mengetahui validitas produk game edukatif berbasis *problem based learning* pada mata pelajaran IPAS, (3) mengetahui kepraktisan game edukatif berbasis *problem based learning* pada mata pelajaran IPAS, (4) mengetahui efektivitas game edukatif berbasis problem based learning pada pembelajaran IPAS. Jenis penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang terdiri dari 5 tahapan utama yaitu analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data yang digunakan dalam penelitian ini berupa kuisioner dan tes. Teknik analisis data yang digunakan adalah deskriptif kuantitatif dan analisis statistika inferensial uji-t. Hasil dari penelitian ini menunjukkan bahwa (1) telah menghasilkan perancangan game edukatif dari tahapan analisis hingga tahapan evaluasi, (2) hasil uji validitas ahli: (a) ahli isi pembelajaran diperoleh skor 100% kualifikasi sangat baik, (b) ahli media diperoleh skor 95% kualifikasi sangat baik, (c) ahli desain diperoleh skor 96% kualifikasi sangat baik. Hasil uji coba produk: (a) uji coba perorangan diperoleh skor 91,11% kualifikasi sangat baik, (b) uji coba kelompok kecil 99,41% kualifikasi sangat baik, (3) Uji kepraktisan oleh guru memperoleh skor 96% kualifikasi sangat baik, (4) efektifitas game edukatif dilihat dari perbedaan rata-rata *pretest* 69 dan *posttest* 78. Nilai posstest berada di atas KKTP, disimpulkan bahwa penggunaan game edukatif berbasis *problem based learning* efektif untuk meningkatkan pemahaman siswa pada mata Pelajaran IPAS kelas V SD Negeri 5 Penarukan.

Kata Kunci: Pengembangan, Game Edukatif, *Problem Based Learning*, ADDIE, Pemahaman

**DEVELOPMENT OF PROBLEM BASED LEARNING EDUCATIONAL
GAME TO IMPROVE STUDENTS' UNDERSTANDING IN GRADE V
SCIENCE AND SOCIAL STUDIES (IPAS)**

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ABSTRACT

This study aimed to: (1) determine the design and development process of a Problem-Based Learning educational game for Science and Social Studies (IPAS) learning; (2) determine the validity of the Problem-Based Learning educational game; (3) determine the practicality of the Problem-Based Learning educational game; and (4) determine the effectiveness of the Problem-Based Learning educational game in IPAS learning. This study employed a Research and Development (R&D) approach using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. Data were collected through questionnaires and tests. The data were analyzed using descriptive quantitative analysis and inferential statistical analysis with a paired-sample t-test. The results showed that: (1) an educational game was successfully developed through the Analysis, Design, Development, Implementation, and Evaluation stages; (2) the product achieved excellent validity, with scores of 100% from the subject matter expert, 95% from the media expert, and 96% from the instructional design expert. The product trial results also indicated excellent quality, with individual trials scoring 91.11% and small-group trials scoring 99.41%; (3) the practicality test conducted by the teacher obtained a score of 96%, categorized as excellent; and (4) the educational game was found to be effective, as indicated by the increase in the average pre-test score from 69 to the average post-test score of 78. The post-test score also exceeded the Minimum Learning Achievement Criteria (KKTP). Therefore, it can be concluded that the Problem-Based Learning educational game is effective in improving Grade V students' understanding of Science and Social Studies (IPAS) at SD Negeri 5 Penarukan.

Keywords: *Development, Educational Game, Problem Based Learning, ADDIE, Understanding*