

**PENGEMBANGAN *INTERACTIVE BOARD GAME* BERBASIS
PROBLEM-BASED LEARNING UNTUK MENINGKATKAN
PEMAHAMAN *VOCABULARY* KELAS V SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan *Interactive Board Game* berbasis *Problem-Based Learning* (PBL) yang valid, praktis, dan efektif dalam meningkatkan pemahaman *vocabulary* siswa kelas V SD Negeri 1 Banyuning. Penelitian ini dilatarbelakangi oleh masih rendahnya pemahaman *vocabulary* siswa, pembelajaran yang cenderung berfokus pada kegiatan menghafal, serta terbatasnya penggunaan media pembelajaran yang interaktif. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri atas lima tahapan, yaitu *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Subjek penelitian adalah siswa kelas V SD Negeri 1 Banyuning. Validasi produk melibatkan ahli materi dan ahli media, sedangkan pengujian kepraktisan melibatkan guru dan siswa. Pengumpulan data dilakukan melalui observasi, wawancara, angket, dan tes, yang selanjutnya dianalisis secara deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa media yang dikembangkan memperoleh skor validitas materi sebesar 3,80 dan validitas media sebesar 3,86, yang keduanya termasuk dalam kategori sangat valid. Hasil uji kepraktisan menunjukkan persentase sebesar 87,50% pada uji perorangan, 80,92% pada uji kelompok kecil, dan 97,50% berdasarkan respons guru, yang seluruhnya berada pada kategori sangat praktis. Sementara itu, hasil uji efektivitas memperoleh nilai signifikansi sebesar 0,000 ($<0,05$), yang menunjukkan bahwa media yang dikembangkan efektif dalam meningkatkan pemahaman *vocabulary* siswa. Dengan demikian, *Interactive Board Game* berbasis PBL dinyatakan layak digunakan sebagai media pembelajaran bahasa Inggris di sekolah dasar.

Kata kunci: : *Interactive Board Game*, *Problem-Based Learning*, *Vocabulary*

**INTERACTIVE BOARD GAME BASED ON PROBLEM-BASED LEARNING
TO IMPROVE VOCABULARY UNDERSTANDING OF ELEMENTARY
SCHOOL GRADE V**

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ABSTRACT

This study aimed to develop an Interactive Board Game based on Problem-Based Learning (PBL) that is valid, practical, and effective in improving the vocabulary understanding of fifth-grade students at SD Negeri 1 Banyuning. This study was motivated by the students' low level of vocabulary understanding, the tendency of learning activities to focus on memorization, and the limited use of interactive learning media. This study employed a Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were fifth-grade students at SD Negeri 1 Banyuning. Product validation involved material and media experts, while the practicality testing involved teachers and students. Data were collected through observation, interviews, questionnaires, and tests, and were subsequently analyzed using descriptive quantitative and qualitative methods. The results showed that the developed media obtained a material validity score of 3.80 and a media validity score of 3.86, both of which were categorized as very valid. The practicality test results showed percentages of 87.50% in the individual trial, 80.92% in the small-group trial, and 97.50% based on teacher responses, all of which were categorized as very practical. Meanwhile, the effectiveness test obtained a significance value of 0.000 (<0.05), indicating that the developed media was effective in improving students' vocabulary understanding. Therefore, the Interactive Board Game based on Problem-Based Learning (PBL) is considered feasible for use as an English learning medium in elementary schools.

Keywords: *Interactive Board Game, Problem-Based Learning, Vocabulary*