

**PENGEMBANGAN MEDIA PEMBELAJARAN *BIG BOOK* BERBASIS
GAMIFIKASI UNTUK MENINGKATKAN HASIL BELAJAR SISWA
PADA MATERI MENJAGA KESEHATAN SISWA KELAS I SEKOLAH
DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Big Book* berbasis gamifikasi yang valid, praktis, dan efektif untuk meningkatkan hasil belajar siswa pada materi menjaga kesehatan kelas I sekolah dasar. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan menggunakan model ADDIE yang meliputi tahap *Analyze, Design, Development, Implementation*, dan *Evaluation*. Subjek penelitian terdiri atas dua ahli materi, dua ahli media, dua guru sebagai praktisi, dan 22 siswa kelas I sekolah dasar. Data penelitian dikumpulkan melalui observasi, wawancara, angket, dan tes hasil belajar. Hasil penelitian menunjukkan bahwa media pembelajaran *Big Book* berbasis gamifikasi memperoleh tingkat validitas dari ahli materi sebesar 97,79% dan ahli media sebesar 98,87%, dengan rata-rata validitas sebesar 98,33% dan termasuk dalam kualifikasi sangat valid. Hasil uji kepraktisan diperoleh sebesar 99,07% berdasarkan penilaian praktisi, sehingga termasuk dalam kategori sangat praktis. Hasil uji efektivitas melalui *paired samples t-test* menunjukkan nilai *Sig. (2-tailed)* sebesar 0,000 ($<0,05$), sehingga terdapat perbedaan yang signifikan antara hasil *pretest* dan *posttest*. Temuan penelitian menunjukkan bahwa media pembelajaran *Big Book* berbasis gamifikasi layak digunakan sebagai media pembelajaran yang menarik, interaktif, dan sesuai dengan karakteristik siswa kelas I serta mampu mendukung peningkatan hasil belajar pada materi menjaga kesehatan.

Kata Kunci : *Big Book*, gamifikasi, hasil belajar, menjaga kesehatan, sekolah dasar

**THE DEVELOPMENT OF GAMIFICATION-BASED BIG BOOK
LEARNING MEDIA TO IMPROVE STUDENTS' LEARNING OUTCOMES
ON HEALTH MAINTENANCE MATERIAL FOR GRADE I ELEMENTARY
SCHOOL STUDENTS**

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ABSTRACT

This study aims to develop valid, practical, and effective gamification-based Big Book learning media to improve students' learning outcomes on health maintenance material for Grade I elementary school students. This research employed a Research and Development (R&D) method using the ADDIE model, which consists of the stages of Analyze, Design, Development, Implementation, and Evaluation. The research subjects consisted of two subject matter experts, two media experts, two teachers as practitioners, and 22 Grade I elementary school students. Data were collected through observation, interviews, questionnaires, and learning outcome tests. The results showed that the gamification-based Big Book learning media obtained validity percentages of 97.79% from the subject matter experts and 98.87% from the media experts, with an average validity score of 98.33%, categorized as very valid. The practicality test results showed percentages of 99,07% based on practitioner assessment, indicating that the media was categorized as very practical. The effectiveness test using a paired samples t-test showed a Sig. (2-tailed) value of 0.000 (<0.05), indicating a significant difference between the pretest and posttest learning outcomes. These findings indicate that the gamification-based Big Book learning media is suitable for use as an engaging and interactive learning medium that is appropriate to the characteristics of Grade I students and can support the improvement of learning outcomes on health maintenance material.

Keywords: *Big Book, gamification, learning outcomes, health maintenance, elementary school.*

PRAKATA