

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS GAME
EDUKASI LABIRIN MATEMATIKA PADA MATERI OPERASI
PECAHAN SMP KELAS VII**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan dan menguji kevalidan serta kepraktisan dari media pembelajaran berbasis game edukasi Labirin Matematika pada materi operasi pecahan SMP Kelas VII. Serta menghasilkan game edukasi Labirin Matematika dengan kevalidan dan kepraktisan. Pengembangan ini menggunakan model *ADDIE* yaitu: (1) Analisis, (2) Perancangan, (3) Pengembangan & Implementasi dan (4) Evaluasi. Subjek penelitian ini adalah siswa kelas VII SMP N 10 Denpasar tahun ajaran 2020/2021 sebanyak 10 siswa. Instrumen penelitian yang digunakan berupa lembar validasi dan lembar angket respon siswa. Data penelitian dianalisis dengan Teknik deskriptif kualitatif dan kuantitatif. Hasil analisis data menunjukkan bahwa game edukasi Labirin Matematika dikembangkan dengan tahap *ADDIE*. Pada tahap analisis memperoleh hasil dari wawancara terhadap guru matematika SMP N 10 Denpasar berupa permasalahan siswa dan materi yang akan digunakan, pada tahap perancangan memperoleh rancangan bentuk game edukasi Labirin Matematika, pada tahap pengembangan & implementasi berupa pemograman dan melakukan validasi kepada ahli media dan ahli materi, dan pada tahap evaluasi melakukan uji coba terbatas kepada 10 siswa SMP Kelas VII. Hasil total kevalidan game edukasi Labirin Matematika dari ahli perangkat pembelajaran I dan II sebesar 2,8 dengan katagori “valid” sedangkan hasil total kevalidan game edukasi Labirin Matematika dari ahli materi I dan II sebesar 2,9 dengan katagori “valid”. Hasil total kepraktisan game edukasi Labirin Matematika yang didapatkan dari 10 respon siswa sebesar 4,23 dengan katagori “sangat tinggi” dan tidak diperlukannya revisi produk kembali. Berdasarkan kriteria maka media pembelajaran berbasis game edukasi Labirin Matematika pada materi operasi pecahan SMP Kelas VII yang telah dikembangkan dinyatakan valid dan praktis. Sehingga game edukasi Labirin Matematika layak untuk digunakan.

Kata Kunci : Media pembelajaran, Game edukasi Labirin Matematika, Model Pengembangan *ADDIE*.

**DEVELOPMENT OF LEARNING MEDIA BASED ON EDUCATIONAL
GAMES OF MATHEMATICS LAYER ON OPERATING MATERIALS
OF JUNIOR HIGH SCHOOL CLASS VII**

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ABSTRACT

This study aims to develop and test the validity and practicality of learning media based on the Math Labyrinth educational game on fractional operations material for Class VII SMP. As well as produce educational games Maze Mathematics with validity and practicality. This development uses the ADDIE model, namely: (1) Analysis, (2) Design, (3) Development & Implementation and (4) Evaluation. The subjects of this research were 10 students of class VII SMP N 10 Denpasar in the academic year 2020/2021. The research instruments used were validation sheets and student response questionnaires. The research data were analyzed using qualitative and quantitative descriptive techniques. The results of data analysis show that the Math Labyrinth educational game was developed in the ADDIE stage. At the analysis stage, the results obtained from interviews with the mathematics teacher at SMP N 10 Denpasar in the form of student problems and the material to be used, at the design stage, the design of the Mathematic Labyrinth educational game design, at the development & implementation stage in the form of programming and validation to media experts and material experts. , and at the evaluation stage conducted a limited trial to 10 students of SMP Class VII. The results of the total validity of the Mathematics Labyrinth educational game from learning device experts I and II were 2.8 with the "valid" category while the total validity of the Mathematics Labyrinth educational game from material experts I and II was 2.9 with the "valid" category. The total practicality of the Mathematics Labyrinth educational game obtained from 10 student responses was 4.23 in the "very high" category and no revision of the product was needed. Based on the criteria, the learning media based on the Mathematics Labyrinth educational game on the fractional operation material for Class VII SMP that has been developed is declared valid and practical. So the Mathematical Labyrinth educational game is feasible to use.

Keywords :Learning media, Math Labyrinth educational game, ADDIE Development Model.