

Pengembangan Media Permainan *Ludo Word Game* dalam Pembelajaran Kooperatif Tipe STAD Pada Mata Pelajaran IPS Kelas VII SMP Negeri 4 Sawan Tahun Pelajaran 2020/2021

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengetahui rancang bangun pengembangan media permainan *Ludo Word Game*, (2) mengetahui kualitas hasil pengembangan media permainan *Ludo Word Game* pada mata pelajaran IPS kelas VII semester ganjil di SMP Negeri 4 Sawan. Jenis penelitian ini adalah penelitian pengembangan dengan menggunakan ADDIE. Pengumpulan data dilakukan dengan metode pencatatan dokumen, kuesioner dan tes. Instrumen pengumpulan data yang digunakan adalah lembar pencatatan dokumen, lembar kuesioner. Analisis data yang digunakan adalah analisis deskriptif kualitatif, deskriptif kuantitatif. Hasil dari penelitian ini adalah: (1) *Ludo Word Game* dikembangkan dengan model ADDIE melalui 5 tahapan (analysis, design, development, implementation, dan evaluation). (2) Kualitas *Ludo Word Game* berdasarkan penilaian ahli isi yaitu 95% dengan kualifikasi sangat baik. Berdasarkan penilaian ahli desain pembelajaran, diperoleh persentase 90% dengan kualifikasi sangat baik. Berdasarkan penilaian ahli media pembelajaran, diperoleh persentase 94% dengan kualifikasi sangat baik. Persentase yang diperoleh dari hasil uji perorangan yaitu 94% dengan kualifikasi sangat baik. Dengan demikian media permainan *ludo word game* yang dikembangkan dinyatakan valid, dan layak digunakan sebagai salahsatu sumber belajar.

Kata-kata Kunci: Pengembangan, *Ludo Word Game*, ADDIE

Development of Ludo Word Game Media Game in STAD Type Cooperative Learning in Social Studies Subject Class VII SMP Negeri 4 Sawan Academic Year 2020/2021

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ABSTRACT

This study aims to: (1) determine the design and development of the Ludo Word Game media game, (2) determine the quality of the results of the development of Ludo Word Game media for social studies subjects for class VII odd semester at SMP Negeri 4 Sawan. This type of research is development research using ADDIE. Data was collected using the method of recording documents, questionnaires and tests. The data collection instruments used were document recording sheets, questionnaire sheets. The data analysis used is descriptive qualitative analysis, descriptive quantitative. The results of this study are: (1) Ludo Word Game was developed using the ADDIE model through 5 stages (analysis, design, development, implementation, and evaluation). (2) The quality of Ludo Word Game is based on the assessment of content experts, namely 95% with very good qualifications. Based on the assessment of learning design experts, the percentage obtained is 90% with very good qualifications. Based on the assessment of learning media experts, the percentage obtained is 94% with very good qualifications. The percentage obtained from the individual test results is 94% with very good qualifications. Thus, the developed ludo word game media game is declared valid, and suitable to be used as a learning resource.

Keywords: Development, Ludo Word Game, ADDIE