GAME EDUCATION MATA PELAJARAN MATEMATIKA UNTUK SISWA KELAS IV SD NEGERI 1 PAKET AGUNG TAHUN PELAJARAN 2019/2020

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Abstrak

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *game education* mata pelajaran matematika (2) mendeskripsikan kualitas hasil validitas pengembangan *game education* mata pelajaran matematika menurut para ahli dan uji coba produk, (3) mengetahui efektivitas *game education* mata pelajaran matematika. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan, 12 siswa untuk uji coba kelompok kecil, dan 29 siswa untuk uji coba lapangan. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan *hannafin and peck*. Data yang dikumpulkan adalah data kuantitatif dan kualitatif. Pengumpulan data menggunakan metode wawancara, pencatatan dokumen, kuesioner/angket, dan tes objektif tipe pilihan ganda. Analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, deskriptif kuantitatif dan analisis statistik inferensial (uji-t). Hasil penelitian (1) Rancang bangun *game education* mata pelajaran matematika dengan menggunakan model pengembangan *hannafin and Peck* yang meliputi tahapan: (a) tahap analisis, (b) tahap desain, dan (c) tahap pengembangan dan implementasi. (2) *Game education* mata pelajaran matematika dikatakan valid dengan: (a) hasil *review* ahli isi mata pelajaran menunjukan *game education* sangat baik dengan persentase (95,50%), (b) hasil *review* ahli desain pembelajaran menunjukan *game education* sangat baik dengan persentase (90,00%), (c) hasil *review* ahli media menunjukkan *game education* sangat baik dengan persentase (93,00%), (d) hasil uji perorangan menunjukan *game education* sangat baik dengan persentase (93,33%), (e) hasil uji kelompok kecil menunjukan *game education* sangat baik dengan persentase (93,15%), (f) hasil uji lapangan menunjukan *game education* sangat baik dengan persentase (94,41%). (3) *Game education* yang dikembangkan terbukti efektif secara signifikan dapat meningkatan hasil belajar matematika.

Kata Kunci : *game education* , *hannafin and peck,* matematika.

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Abstract

This study aims to (1) describe the design of mathematics education game design (2) describe the quality of the results of the validity of mathematics education game development according to experts and product trials, (3) determine the effectiveness of mathematics education game education. Research subjects are: 1 subject matter expert, 1 instructional design expert, 1 instructional media expert, 3 students for individual trials, 12 students for small group trials, and 29 students for field trials. This research is a development research that uses the hannafin and peck development model. The data collected is quantitative and qualitative data. Data collection uses interview methods, document recording, questionnaires / questionnaires, and multiple choice type objective tests. Analysis of the data used is qualitative descriptive analysis techniques, quantitative descriptive and inferential statistical analysis (t-test). The results of the study (1) The design of mathematics education game building using the hannafin and Peck development model which includes the stages: (a) the analysis phase, (b) the design phase, and (c) the development and implementation stages. (2) Mathematics education game education is said to be valid with: (a) the results of expert review of subject content shows that game education is very good with a percentage (95.50%), (b) the results of the learning design expert review shows that game education is very good with a percentage (90.00%), (c) the results of the media expert review showed very good game education with a percentage (93.00%), (d) individual test results showed a very good game education with a percentage (93.33%), (e) small group test results showed very good game education with a percentage (93.15%), (f) field test results showed very good game education with a percentage (94.41%). (3) Game education developed has proven to be effective and can significantly improve mathematics learning outcomes.

Keywords: game education, hannafin and peck, mathematics