

ABSTRAK

Zeny Afriska Barutu, NIM 4193131016 (2023). Pengembangan Media Pembelajaran Permainan Ludo Kimia Berbasis *Chemo-Edutainment* (CET) Pada Materi Termokimia Kelas XI.

Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk mengetahui kelayakan media ludo kimia berbasis *chemo-edutainment* (CET) pada materi termokimia untuk siswa kelas XI. Pada penelitian ini digunakan model pengembangan ADDIE yang dimodifikasi dimana hanya dilakukan tahap analisis (*analysis*), desain (*design*) dan pengembangan (*development*). Penelitian ini dilaksanakan di SMA Negeri 11 Medan yang dilaksanakan selama 5 bulan. Kelayakan media dilihat melalui angket kelayakan ahli media dan ahli materi dengan skala *likert* 1 sampai 5. Validitas media ludo kimia didapatkan dari hasil validasi dosen dan guru, sedangkan penilaian responden terhadap media ini didapatkan dari hasil penilaian guru dan siswa. Hasil penelitian yang diperoleh menunjukkan bahwa media ludo kimia yang dikembangkan sudah valid atau layak digunakan. Hal ini dapat dilihat dari data hasil validasi yang diperoleh dari ahli materi dan ahli media terhadap ludo kimia berturut-turut memperoleh persentase sebesar 87,30% dan 85,75% yang termasuk dalam kategori sangat tinggi atau valid. Hasil penilaian responden terhadap media ludo kimia oleh 3 guru dengan persentase rata-rata sebesar 86,94% dan 35 siswa diperoleh persentase rata-rata sebesar 86,00% yang termasuk dalam kategori sangat tinggi. Berdasarkan hasil validasi ahli dan penilaian responden dapat disimpulkan bahwa media ludo kimia ini sudah layak untuk digunakan dalam pembelajaran termokimia.

Kata kunci: *Chemo-Edutainment*, Ludo Kimia, Model ADDIE.



ABSTRACT

Zeny Afriska Barutu, NIM 4193131016 (2023). Development of Chemical Ludo Game Learning Media Based on Chemo-Edutainment on Thermochemistry for Class XI.

This research is a development research that aims to determine the feasibility of chemo-edutainment (CET)-based chemical ludo media on thermochemical material for grade XI students. In this study, a modified ADDIE development model was used where only the analysis, design and development stages were carried out. This research was conducted at SMA Negeri 11 Medan which was held for 5 months. The feasibility of the media is seen through the feasibility questionnaire of media experts and material experts with a Likert scale of 1 to 5. The validity of chemistry ludo media is obtained from the validation results of lecturers and teachers, while the respondents' assessment of this media is obtained from the results of teacher and student assessments. The results obtained show that the chemical ludo media developed is valid or feasible to use. This can be seen from the validation data obtained from material experts and media experts on chemical ludo successively obtained a percentage of 87.30% and 85.75% which is included in the very high or valid category. The results of respondents' assessment of chemical ludo media by 3 teachers with an average percentage of 86.94% and 35 students obtained an average percentage of 86.00% which is included in the very high category. Based on the results of expert validation and respondent assessment, it can be concluded that this chemical ludo media is suitable for use in thermochemical learning.

Keywords: Chemo-Edutainment, Chemical Ludo, ADDIE Model.

