ABSTRAK

TONNI LIMBONG, NIM : 8156124008 : Pengembangan Model Pembelajaran Game Learning Multimedia Aksara Batak Toba (Galemabato) Berbasis Huling-Huling Ansa Untuk Meningkatkan Kemampuan Anak Memahami Aksara Batak Toba. Disertasi Program Studi S3 Teknologi Pendidikan Program Pascasarjana Universitas Negeri Medan, 2023.

Dari data sensus kependudukan 2010 jumlah penduduk Indonesia adalah sebanyak 237.641.326 jiwa, suku Batak Sebanyak 3,58% yaitu sebanyak 8.466.969 jiwa terungkap bahwa pengguna Bahasa Batak hanya sebesar 43% yaitu sebesar 3.640.797 jiwa yang berarti hanya ada 43% orang Batak yang menggunakan bahasa ibunya dalam percakapan sehari-hari, jauh di bawah rata-rata etnis besar lainnya. Aksara batak toba terdiri dari *Ina ni surat* (Induk kalimat), *Anak ni surat* (Anak kalimat), *Pangolat* (penggalan) dan tanda baca serta Nomor. *Huling-huling ansa* banyak digunakan oleh orang tua dan anak-anak ketika sedang bermain dengan anak-anak yang lain. Adapun cara permainan huling-huling ansa dimana si A menjadi orang yang bertanya dan si B adalah orang yang menjawab. Galemabato berbasis Huling-huling ansa dengan mengadopsi model game learning, langkah-langkah (sintaks) yang dikembangkan adalah model pembelajaran GALEMABATO sebagai berikut: (1) *Group and Administrasi*; (2) *Learning and Education* ; (3) *Modelling and Adjustment;* (3) *Battling and Assessment* dan (4) *Test and Observation,* dapat meningkatkan hasil belajar siswa.Metode pengembangan dalam penelitian ini merujuk pada model tahap R&D yang mengadopsi 2 (dua) model pengembangan yaitu Model Borg and Gall dari sistem pengembangan Model Pembelajaran dan Pendekatan *System Development Life Cycle* dengan pendekatan Model *Multimedia Development Life Cycle (MDLC)* dari sisi pengembangan perangkat pembelajaran dari Model Galemabato berbasis *huling-hulingansa*. Model pembelajaran Galemabato berbasis Huling-huling ansa untuk mata pelajaran muatan lokal aksara batak toba pada sekolah dasar kelas 5 terbukti layak digunakan sebagai model pembelajaran aksara batak toba dan dapat meningkatkan hasil belajar siswa, serta efektif dan sangat praktis untuk digunakan.

Kata Kunci: Model pembelajaran, *Game learning,* Aksara Batak Toba, Galemabato

ABSTRACT

TONNI LIMBONG, NIM: 8156124008 : Development of Game Learning Multimedia Batak Toba Script (Galemabato) Based on Huling-Huling Ansa for Improve Children's Ability to Understand Toba Batak Script. Dissertation of Educational Technology Doctoral Study Program, Postgraduate Program, State University of Medan, 2023.

From the 2010 population census data, the total population of Indonesia is 237,641,326 people, the Batak tribe is 3.58%, which is 8,466,969 people, it is revealed that Batak language users are only 43%, which is 3,640,797 people, which means that there are only 43% of Batak people who use their mother tongue in daily conversation, far below the average of other large ethnicities. The Batak toba script consists of Ina ni surat (Parent sentence), Anak ni surat (Subsentence), Pangolat (fragment) and punctuation marks and Numbers. Huling-huling ansa is widely used by parents and children when playing with other children. The way of playing huling-huling ansa is where A is the one who asks and B is the one who answers. Galemabato based on Huling-huling ansa by adopting the game learning model, the steps (syntax) developed are the GALEMABATO learning model as follows: (1) Group and Administration; (2) Learning and Education; (3) Modeling and Adjustment; (3) Battling and Assessment and (4) Test and Observation, can improve student learning outcomes. The development method in this study refers to the R&D stage model which adopts 2 (two) development models, namely the Borg and Gall Model from the Learning Model development system and the System Development Life Cycle approach with the Multimedia Development Life Cycle (MDLC) Model approach in terms of developing learning tools from the Huling-huling ansa-based Galemabato Model. Galemabato learning model based on Huling-huling ansa for local content subjects of Batak toba script in grade 5 elementary school is proven to be feasible to use as a model of learning Batak toba script and can improve student learning outcomes, as well as effective and very practical to use.

Keywords : Learning model, Game learning, Toba Batak Script, Galemabato