

ABSTRAK

IKA DAMAYANTI NASUTION. Pengembangan Media Pembelajaran Berbasis *Smart Maze Game* Pada Tema 9 Subtema 3 Kelas IV SD Negeri 0503 Parsombaan Kabupaten Padang Lawas T.A 2022/2023. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan 2023.

Penelitian ini bertujuan untuk mengetahui Validitas, Praktikalitas dan Efektivitas Penggunaan Media Pembelajaran Berbasis *Smart Maze Game* Pada Tema 9 Subtema 3 di kelas IV SD Negeri 0503 Parsombaan. Desain Penelitian ini yaitu *R&D (Research and Development)* dengan menggunakan pengembangan model ADDIE yang terdiri dari 5 tahapan yaitu *Analysis, Design, Development, Implementation, Evaluation*. Dalam penelitian produk yang dikembangkan yaitu Media Pembelajaran berbasis *Smart Maze Game*. Subjek penelitian ini adalah peserta didik kelas IV SD Negeri 0503 Parsombaan. Instrumen yang digunakan dalam penelitian ini yaitu observasi, wawancara, angket dan tes. Soal tes yang digunakan yaitu pre-test dan post-test. Hasil pre-test mendapatkan nilai rata-rata 52,58 dengan kriteria “Kurang Cukup” dan nilai post-test mendapatkan nilai rata-rata 88,08 (Baik Sekali) dari hasil tersebut terjadi peningkatan. Melalui perolehan nilai post-test semua peserta didik melewati kriteria ketuntasan minimum (KKM). Hasil penelitian menunjukkan bahwa presentase rata-rata diperoleh dari validasi ahli materi sebesar 93% dengan presentase ”Sangat Layak”, validasi ahli media sebesar 96% dengan presentase ”Sangat Praktis”. Hasil uji keefektifan media *Smart Maze Game* menjadi 88,08% (Sangat Baik) dengan kriteria ketuntasan ”Tuntas”. Dengan demikian dapat disimpulkan bahwa media *Smart Maze Game* pada tema 9 subtema 3 di kelas IV dapat digunakan dalam proses pembelajaran di SD.

Kata Kunci : Media Pembelajaran, *Smart Maze Game*

ABSTRACT

IKA DAMAYANTI NASUTION. Development of Learning Media Based on *Smart Maze Game* on Theme 9 Sub-theme 3 Class IV SD Negeri 0503 Parsombaan Padang Lawas Regency 2022/2023. Skripsi. Medan: Faculty of Education, Medan State University 2023.

This study aims to determine the Validity, Practicality and Effectiveness of Using *Smart Maze Game* Based Learning Media on Theme 9 Sub-theme 3 in class IV SD Negeri 0503 Parsombaan. This research design is R&D (Research and Development) using the ADDIE model development which consists of 5 stages namely Analysis, Design, Development, Implementation, Evaluation. In the product research developed, namely *Smart Maze Game*-based Learning Media. The subjects of this study were fourth grade students at SD Negeri 0503 Parsombaan. The instruments used in this study were observation, interviews, questionnaires and tests. The test questions used are pre-test and post-test. The pre-test results obtained an average score of 52.58 with the criterion "Not Enough" and the post-test score obtained an average value of 88.08 (Very Good) from these results there was an increase. Through the acquisition of post-test scores, all students pass the minimum completeness criteria (KKM). The results showed that the average percentage obtained from the validation of material experts was 93% with a "Very Eligible" percentage, media expert validation was 96% with a "Very Practical" percentage. The results of the effectiveness test of the *Smart Maze Game* media became 88.08% (Very Good) with the "Complete" completeness criteria. Thus it can be concluded that the *Smart Maze Game* media on theme 9 sub-theme 3 in class IV can be used in the learning process in elementary school.

Keywords: Learning Media, *Smart Maze Game*