

ABSTRAK

RATIH AYU MUSTIKA SARI. Pengembangan Media Game Edukasi Berbasis *Problem Based Learning* pada Tema 3 Subtema 2 di Kelas V SDN 064994 Medan Marelان T.A 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian bertujuan untuk menghasilkan media game edukasi berbasis *Problem Based Learning* yang valid, praktis, dan efektif pada Tema 3 Subtema 2 Pembelajaran 1 di Kelas V SDN 064994 Medan Marelان T.A 2023/2024. Jenis penelitian yang digunakan adalah Penelitian dan Pengembangan atau *Research and Development* (R & D) dengan model ADDIE yang terdiri dari *Analysis* (Analisis), *Design* (Desain), *Development* (Pengembangan), *Implementation* (Implementasi), dan *Evaluation* (Evaluasi). Subjek pada penelitian dan pengembangan adalah siswa kelas V Sd 064994 Medan Marelان yang berjumlah 20 orang. Teknik analisis data yang digunakan yaitu kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa penilaian kevalidan oleh ahli materi (dosen) pada tahap I memperoleh hasil 74% dengan kriteria “Valid” pada tahap II dengan perolehan hasil 90% termasuk pada kriteria “Sangat Valid”. Sedangkan pada ahli desain media (dosen) memperoleh hasil 84% dengan kriteria “Sangat Valid”. Selanjutnya pada penilaian kepraktisan oleh ahli praktisi (guru) memperoleh hasil 95,7% dengan kriteria “Sangat Praktis” dan penilaian siswa juga termasuk pada kriteria “Sangat Praktis” dengan perolehan hasil 95,05%. Adapun hasil penilaian keefektifan oleh siswa menunjukkan perubahan nilai yang meningkat, dapat dilihat dari hasil *pre-test* dan *post-test*. Hasil *pre-test* memperoleh 52,75% dan hasil *post-test* memperoleh 88%. Berdasarkan keefektifan penggunaan media game edukasi berbasis *Problem Based Learning* yang menggunakan *N-Gain* mendapatkan kriteria “Efektif” dengan persentasi 78%. Dapat disimpulkan bahwa penelitian dan pengembangan ini menghasilkan sebuah produk berupa media game edukasi berbasis *Problem Based Learning* yang valid, praktis dan efektif digunakan dalam proses pembelajaran di kelas V SDN 064994 Medan Marelان T.A 2023/2024.

Kata Kunci: Pengembangan, Media, Game Edukasi, PBL, SD.

ABSTRACT

RATIH AYU MUSTIKA SARI. Development of Educational Game Media Based on Problem Based Learning on Theme 3 Sub-theme 2 in Class V SDN 064994 Medan Marelan T.A 2023/2024. Skripsi. Medan: Faculty of Education State University of Medan, 2024.

The research aims to produce educational game media based on problem based learning that is valid, practical, and effective in Theme 3 Subtheme 2 Learning 1 in Class V SDN 064994 Medan Marelan T.A 2023/2024. The type of research used is Research and Development (R & D) with the ADDIE model consisting of Analysis, Design, Development, Implementation, and Evaluation. The subjects in the research and development were 20 class V students at SDN 064994 Medan Marelan. Data analysis techniques used are qualitative and quantitative. The research results showed that the validity assessment by material experts (lecturers) in stage I obtained a result of 74% with the "Valid" criteria. In stage II with a result of 90% including the "Very Valid" criterion. Meanwhile, media design experts (lecturers) obtained a result of 84% with the criteria "Very Valid". Furthermore, the practicality assessment by expert practitioners (teachers) obtained a result of 95,7% with the "Very Practical" criterion and the student assessment also included the "Very Practical" criterion with a result of 95,05%. As for the results of the effectiveness assessment by students, it shows an increase in value changes, which can be seen from the results of the pre-test and post-test. The pre-test results obtained 52,75% and the post-test results obtained 88%. Based on the effectiveness of using educational game media based on Problem Based Learning using N-Gain, the criteria were "Effective" with a percentage of 78%. It can be concluded that this research and development has produced a product in the form of educational game media based on Problem Based Learning which is valid, practical and effective for use in the learning process in class V at SDN 064994 Medan Marelan T.A 2023/2024.

Keywords: Development, Media, Educational Games, PBL, SD.