

ABSTRAK

AGNES NOVITASARI WARUWU. Pengembangan Media Monopoli *Games Smart* untuk Meningkatkan Hasil Belajar Tematik pada Tema 6 Subtema 1 Kelas VI SDN 081235 Sibolga. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2024.

Penelitian dilakukan dengan tujuan mengetahui validitas, praktikalitas, dan efektivitas Media Monopoli *Games Smart* untuk Meningkatkan Hasil Belajar Tematik pada Tema 6 Subtema 1 Kelas VI SDN 081235 Sibolga. Penelitian menggunakan metode penelitian dan pengembangan (*research and development*) dengan model pengembangan ADDIE yang terdiri dari 5 tahapan yaitu Analisis (*Analysis*), Desain (*Design*), Pengembangan (*Development*), Implementasi (*Implementation*), dan Evaluasi (*Evaluation*). Diperoleh hasil uji validasi desain media dengan persentase kelayakan 96% termasuk kategori “Sangat Valid”, hasil uji validasi materi memperoleh persentase kelayakan 96% termasuk kategori “Sangat Valid”, hasil uji praktikalitas memperoleh persentase 94,66% termasuk kategori “Sangat Praktis”, dan uji efektivitas dengan rata-rata n-gain sebesar 10,95 termasuk kategori “tinggi” dan rata-rata persentase n-gain mencapai 72,99% termasuk kategori “cukup efektif”. Berdasarkan hasil tersebut dapat disimpulkan bahwa media Monopoli *Games Smart* valid, praktis, dan cukup efektif digunakan untuk meningkatkan hasil belajar tematik siswa.

Kata kunci: Monopoli *Games Smart*, Hasil Belajar, Pengembangan

ABSTRACT

AGNES NOVITASARI WARUWU. Development of Smart Games Monopoly Media to Improve Thematic Learning Outcomes in Theme 6 Subtheme 1 Class VI SDN 081235 Sibolga. Skripsi. Medan: Faculty of Education. State University of Medan, 2024.

The research was conducted with the aim of determining the validity, practicality, and effectiveness of the Smart Games Monopoly Media to Improve Thematic Learning Outcomes in Theme 6 Subtheme 1 Class VI SDN 081235 Sibolga. The research uses the research and development method with the ADDIE development model which consists of 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. The results of the media design validation test with a feasibility percentage of 96% were obtained including the "Very Valid" category, the results of the material validation test obtained a feasibility percentage of 96% including the "Very Valid" category, the results of the practicality test obtained a percentage of 94.66% including the "Very Practical" category, and the effectiveness test with an average n-gain of 10.95 included in the "high" category and the average n-gain percentage reached 72.99% including the "quite effective" category. Based on these results, it can be concluded that the Monopoly Games Smart media is valid, practical, and quite effective to be used to improve students' thematic learning outcomes.

Keywords: Monopoly Games Smart, Learning Outcomes, Development