

ABSTRAK

ALYA NURZAHIRA. Pengembangan Media Pembelajaran *Genially* Berbasis Permainan Ular Tangga Mata Pelajaran Pendidikan Pancasila Kelas V SD Negeri 001 Bagan Batu Kota. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Tujuan penelitian dan pengembangan ini adalah untuk mengetahui validitas, praktikalitas, dan efektivitas penggunaan media pembelajaran *Genially* berbasis permainan ular tangga mata pelajaran Pendidikan Pancasila kelas V SD Negeri 001 Bagan Batu Kota. Jenis penelitian ini adalah penelitian pengembangan (*Research and Development*) dengan mengadaptasikan model pengembangan ADDIE yaitu *Analysis, Desain, Development, Implementation, dan Evaluation*. Subjek penelitian peserta didik kelas V SD Negeri 001 Bagan Batu Kota yang adalah 30 peserta didik. Adapun teknik pengumpulan data yang digunakan adalah wawancara, angket dan tes. Pendekatan kualitatif dan kuantitatif merupakan Teknik analisis data. Hasil penelitian menunjukkan bahwa media pembelajaran *Genially* berbasis permainan ular tangga mendapatkan persentase 94% kategori “sangat valid” dari ahli materi, ahli media memperoleh 96% kategori “sangat valid”. Hasil persentase praktikalitas sebesar 96% kategori “sangat praktis” dari guru dan hasil uji efektivitas mendapatkan hasil ketuntasan tes diperoleh nilai rata-rata 85,67 dengan persentase 90% kategori sangat efektif dengan hasil nilai *N-Gain* 0,72. Dengan demikian, media pembelajaran *Genially* berbasis permainan ular tangga mata pelajaran pendidikan Pancasila yang dihasilkan dinyatakan valid, praktis, dan efektif digunakan serta mampu meningkatkan hasil belajar.

Kata kunci: Media Permainan Ular Tangga, *Genially*, dan Pendidikan Pancasila



ABSTRACT

ALYA NURZAHIRA. Development of Genially Learning Media Based on the Snakes and Ladders Game for Class V Pancasila Education Subjects at State Elementary School 001 Bagan Batu City. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

The aim of this research and development is to determine the validity, practicality and effectiveness of using Genially learning media based on the snakes and ladders game for the Pancasila Education class V class of SD Negeri 001 Bagan Batu Kota. This type of research is development research (Research and Development) by adapting the ADDIE development model, namely Analysis, Design, Development, Implementation and Evaluation. The research subjects were 30 students in class V of SD Negeri 001 Bagan Batu Kota. The data collection techniques used were interviews, questionnaires and tests. Qualitative and quantitative approaches are data analysis techniques. The research results showed that the Genially learning media based on the snakes and ladders game received a percentage of 94% in the "very valid" category from material experts, media experts received 96% in the "very valid" category. The results of the practicality percentage were 96% in the "very practical" category from the teacher and the results of the effectiveness test obtained test completion results which obtained an average score of 85.67 with a percentage of 90% in the very effective category with an N-Gain value of 0.72. Thus, the resulting Genially learning media based on the snakes and ladders game for Pancasila education subjects is declared valid, practical and effective to use and able to improve learning outcomes.

Keywords: Snakes and Ladders Game Media, Genially, Pancasila Education

