

ABSTRAK

HANNA TRIFENA SIAGIAN. Pengembangan Media *Game* Edukasi Pembelajaran IPAS Kelas V SDN 105273 Helvetia T.A 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian pengembangan ini dilakukan berdasarkan permasalahan yang ditemukan dilapangan rendahnya hasil belajar IPAS yang diperoleh siswa kelas V SDN 105273 Helvetia. Penggunaan alat peraga maupun media yang kurang maksimal. Masih terbatasnya media pembelajaran berbasis android yang berbentuk game edukasi yang dapat digunakan guru dalam proses belajar mengajar di kelas maupun diluar kelas. Tujuan penelitian ini adalah : (1) mengembangkan media pembelajaran game edukasi yang layak pada pembelajaran IPAS kelas V SDN 105273 Helvetia; (2) mengembangkan media pembelajaran game edukasi yang praktis pada pembelajaran IPAS kelas V SDN 105273 Helvetia; (3) mengembangkan media pembelajaran game edukasi yang efektif pada pembelajaran IPAS kelas V SDN 105273 Helvetia. Penelitian ini menggunakan penelitian dan pengembangan (R&D) dengan model ADDIE (Analysis, Design, Development, Implementation, evaluation). Subjek penelitian ini adalah 21 orang siswa kelas V SD Negeri 105273 Helvetia. Penelitian ini menghasilkan produk media *game* edukasi. Hasil penelitian menunjukkan bahwa uji validasi ahli materi mendapatkan skor 96 dengan persentase 96%, uji validasi media mendapatkan skor 96 dengan persentase 976% dan rata-rata validasi media dan validasi materi adalah 96,9% berada pada kategori sangat layak. Kepraktisan media pembelajaran yang divalidasi oleh praktisi Pendidikan (guru kelas) mendapatkan skor 96 dengan persentase 96% berada pada kategori sangat praktis. Sedangkan untuk efektivitas dapat dilihat dari hasil belajar peserta didik sebelum dilakukan uji coba produk menggunakan pre-test dengan rata rata 54,38 dan setelah dilakukan uji coba produk menggunakan post-test dengan rata rata 86,41 mengalami peningkatan sebesar 32,23. Berdasarkan hasil penelitian dan pengembangan diatas, maka dapat disimpulkan bahwa media *game* edukasi pada pembelajaran IPAS di kelas V SD Negeri 105273 Helvetia sangat layak, sangat praktis dan efektif digunakan untuk pembelajaran kelas V SD.

Kata kunci: Pengembangan Media, *Game* edukasi, Model ADDIE.

ABSTRACT

HANNA TRIFENA SIAGIAN. Development of Social Science Learning Educational Game Media for Class V SDN 105273 Helvetia T.A 2023/2024. Thesis. Medan: Faculty of Education, State University of Medan, 2024.

This development research was conducted based on the problems found in the field of low learning outcomes of science subjects obtained by grade V students of SDN 105273 Helvetia. The use of teaching aids and media is less than optimal. The limited number of Android-based learning media in the form of educational games that can be used by teachers in the teaching and learning process in class or outside the classroom. The objectives of this study are: (1) to develop educational game learning media that are appropriate for science subjects learning in grade V of SDN 105273 Helvetia; (2) to develop practical educational game learning media for science subjects learning in grade V of SDN 105273 Helvetia; (3) to develop effective educational game learning media for science subjects learning in grade V of SDN 105273 Helvetia. This study uses research and development (Research and Development) with the ADDIE model (Analysis, Design, Development, Implementation, evaluation). The subjects of this study were 21 grade V students of SDN 105273 Helvetia. This study produced an educational game media product. The results of the study showed that the material expert validation test got a score of 96 with a percentage of 96%, the media validation test got a score of 122 with a percentage of 97.6% and the average media validation and material validation was 96.9% in the very feasible category. The practicality of the learning media validated by education practitioners (class teachers) got a score of 96 with a percentage of 96% in the very practical category. As for the effectiveness, it can be seen from the learning outcomes of students before the product trial using a pre-test with an average of 54.38 and after the product trial using a post-test with an average of 86.41 increased by 32.23. Based on the results of the research and development above, it can be concluded that the educational game media in science learning in class V of SD Negeri 105273 Helvetia is very feasible, very practical and effective to use for learning in class V of elementary school.

Keywords: *Development Media, Educational Game, ADDIE Model.*