ABSTRAK

WAHYU P. BUTAR-BUTAR. Pengembangan Media *Board Game* Berbasis Etnomatematika Untuk Meningkatkan Hasil Belajar Matematika Siswa Kelas III SDN 104202 Bandar Setia Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Tujuan penelitian ini adalah untuk mengkaji (1) kelayakan media *board game* berbasis etnomatematika yang dikembangkan untuk mata pelajaran matematika di kelas III SD Negeri 104202 Bandar Setia T.A 2024/2025, (2) kelayakan media board game berbasis etnomatematika pada mata pelajaran Pendidikan Matematika di kelas III SD Negeri 104202 Bandar Setia T.A 2024/2025, dan (3) kepraktisan media *board game* berbasis etnomatematika yang digunakan dalam mata pelajaran Pendidikan Pancasila di kelas IV SD Negeri 101765 Bandar Setia T.A 2023/2024. Penelitian ini menggunakan metode *Research and Development* (R&D), dengan subjek penelitian siswa kelas 3 A SD Negeri 104202 Bandar Setia yang terdiri dari 20 siswa. Metode pengembangan yang digunakan mengacu pada model ADDIE yang terdiri dari lima tahapan, yaitu *Analyze* (analisis), *Design* (desain), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Hasil penelitian menunjukkan bahwa media pembelajaran ini memiliki kelayakan yang sangat tinggi dengan persentase 93,75% dari ahli materi dan 87,5% dari ahli media. Media *board game* berbasis etnomatematika dinilai sangat layak untuk digunakan dalam pembelajaran. Uji kepraktisan menunjukkan hasil yang sangat praktis dengan persentase 91,76% dari praktisi pendidikan. Media *board game* berbasis etnomatematika juga mendapat respons positif dari siswa, terbukti dengan peningkatan nilai rata-rata *pre-test* sebesar 46,75% menjadi 87,50% pada *post-test*. Dengan demikian, media pembelajaran *board game* berbasis etnomatematika sangat efektif digunakan dalam pembelajaran dengan efektivitas *pre-test* 20% dan *post-test* 95%, yang masuk dalam kategori "Sangat Efektif."

Kata Kunci: Pengembangan, Media Pembelajaran, *Board Game*, Etnomatematika, Hasil belajar,Pendidikan Matematika

ABSTRACT

WAHYU P. BUTAR-BUTAR. Development of Ethnomathematics-Based Board Game Media to Improve Mathematics Learning Outcomes for Grade III Students at SDN 104202 Bandar Setia. Thesis. Medan: Faculty of Education, State University of Medan, 2024.

The purpose of this research is to examine (1) the feasibility of the ethnomathematics-based board game media developed for mathematics subjects in grade III at SD Negeri 104202 Bandar Setia for the 2024/2025 academic year, (2) the feasibility of the ethnomathematics-based board game media in the Mathematic Education subject for grade III at SD Negeri 104202 Bandar Setia for the 2024/2025 academic year, and (3) the practicality of the ethnomathematics-based board game media used in the Pancasila Education subject for grade IV at SD Negeri 101765 Bandar Setia for the 2023/2024 academic year. This research employs the Research and Development (R&D) method, with the research subjects being 20 students from grade 3 A at SD Negeri 104202 Bandar Setia. The development method used refers to the ADDIE model, consisting of five stages: Analyze, Design, Development, Implementation, and Evaluation. The research results show that this learning media has a very high feasibility, with a percentage of 93.75% from subject matter experts and 87.5% from media experts. The ethnomathematics-based board game media is considered highly suitable for use in learning. The practicality test shows highly practical results, with a percentage of 91.76% from educational practitioners. The ethnomathematics-based board game media also received positive feedback from students, as evidenced by the increase in the average pre-test score from 46.75% to 87.50% in the post-test. Therefore, the ethnomathematics-based board game media is highly effective for use in learning, with pre-test effectiveness at 20% and post-test effectiveness at 95%, falling into the "Highly Effective" category.

Keywords: Development, Learning Media, Board Game, Ethnomathematics, Learning Outcomes, Mathematics Education