

ABSTRACT

Khairani. NIM 8166121005. The Development of Educational Games Ludo Word Game Based on Literacy in German Learning: Postgraduate Program Universitas Negeri Medan, 2019.

This research and development aims to: (1) Produce learning games for educational games Ludo Word Game based on literacy that worthy to use (2) know the effectiveness educational game learning media Ludo Word Game based on literacy that developed on German learning in improving student learning result. This study belongs to a research and development which uses the *R&D* model by Borg and Gall. The result of this study shows that: (1) the assessment of German instructional material experts is in the criteria of very good; (2) the assessment of media experts is in the criteria of very good; (3) the assessment of individual trial is in the criteria of very good; (4) the assessment of small group trial is in the criteria of very good; and (5) the assessment of field trial is in the criteria of very good. The result of hypothesis testing proves that there is a significant difference between the students' learning outcome who were taught with educational game learning media Ludo Word Game based on literacy in German learning and the students' learning outcome who were taught with book. It is pointed by the result of data processing in which $t_{\text{count}} = 3.03$ while $t_{\text{table}} = 1.99$. The result is $t_{\text{count}} > t_{\text{table}}$. Then, it can be concluded that the students' learning outcome who were taught with the interactive instructional media based on behavioral perspective to improve the German skills of the Senior High School Students grade X with the effectiveness of 88.73% is higher than the students' learning outcome who were taught with book with the effectiveness of 81.63%.

keywords: educational games ludo word game based on literacy, german learning



ABSTRAK

Khairani. NIM 8166121005. Pengembangan *Game* Edukasi *Ludo Word Game* berbasis Literasi dalam Pembelajaran Bahasa Jerman: Program Pascasarjana Universitas Negeri Medan, 2019.

Penelitian dan pengembangan ini bertujuan untuk: (1) Menghasilkan media pembelajaran *game* edukasi *Ludo Word Game* berbasis literasi yang layak digunakan, mudah dipelajari siswa dan dapat dipakai dalam kegiatan pembelajaran secara individual; (2) Untuk mengetahui efektifitas media pembelajaran *game* edukasi *Ludo Word Game* berbasis literasi yang dikembangkan pada mata pelajaran Bahasa Jerman dalam meningkatkan hasil belajar siswa. Jenis penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan produk Borg dan Gall. Hasil penelitian ini menunjukkan bahwa: (1) uji ahli materi pelajaran bahasa Jerman berada pada kategori sangat baik; (2) uji ahli media pembelajaran berada pada kategori sangat baik; (3) uji coba perorangan berada pada kategori sangat baik; (5) uji coba kelompok kecil berada pada kategori sangat baik dan, (6) uji coba lapangan berada pada kategori sangat baik. Hasil pengujian hipotesis membuktikan bahwa terdapat perbedaan yang signifikan antara hasil belajar siswa yang dibelajarkan dengan penggunaan *game* edukasi *Ludo Word Game* berbasis literasi dalam pembelajaran bahasa Jerman dengan hasil belajar siswa yang dibelajarkan dengan menggunakan buku cetak. Hal ini ditunjukkan dengan hasil pengolahan data diperoleh $t_{hitung} = 3,03$ sedangkan $t_{tabel} = 1,99$. Diperoleh bahwa $t_{hitung} > t_{tabel}$. Maka dapat disimpulkan bahwa hasil belajar siswa yang dibelajarkan dengan *game* edukasi *Ludo Word Game* berbasis literasi dalam pembelajaran bahasa Jerman dengan efektifitas sebesar 88,73% lebih tinggi dari hasil belajar siswa yang dibelajarkan dengan buku cetak dengan efektifitas sebesar 81,63%.

Kata Kunci: *game* edukasi *ludo word game* berbasis literasi, keterampilan bahasa jerman

