

Afif Fadhilah Zakaria, 2024. Pengembangan Game Edukatif Keberagaman Budaya Lokal Jombang Materi IPAS pada Siswa Kelas IV SDN Mojojejer 2 Jombang. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Nova Estu Harsiwi, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah: (1) Untuk mengembangkan media pembelajaran *Game* Edukatif Keberagaman Budaya Lokal Jombang yang valid ditinjau dari validasi ahli. (2) Untuk Mengembangkan media pembelajaran *Game* Edukatif Keberagaman Budaya Lokal Jombang yang efektif ditinjau dari lembar keterlaksanaan pembelajaran (aktivitas guru dan siswa) dan hasil belajar kognitif siswa. (3) Untuk Mengembangkan media pembelajaran *Game* Edukatif Keberagaman Budaya Lokal Jombang yang menarik ditinjau dari angket respon siswa dan guru. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model ADDIE (*analyze, design, development, implementation, evaluation*). Berdasarkan hasil penelitian yang telah dilaksanakan, diperoleh persentase kevalidan media pembelajaran *Game* Edukatif Keberagaman Budaya Lokal Jombang ditinjau dari hasil validator ahli media 90%, validator ahli bahasa 93%, validator ahli materi 97% dengan ketiganya berada pada kategori “sangat valid”, dan hasil dari validator ahli desain pembelajaran sebesar 78% dengan kategori “valid”. Adapun nilai rata-rata kevalidan media sebesar 89,75% dengan kategori “sangat valid”. Keefektifan media pembelajaran *Game* Edukatif Keberagaman Budaya Lokal Jombang ditinjau dari hasil belajar secara klasikal sebesar 100% dengan kriteria “tuntas”, persentase nilai aktivitas guru sebesar 89% dengan kategori “sangat aktif” dan persentase nilai aktivitas siswa sebesar 88% dengan kategori “sangat aktif”. Kemenarikan ditinjau dari respon guru memperoleh persentase nilai 97% dan respon peserta didik memperoleh nilai 97,3% dengan masing-masing berada pada kategori “sangat menarik”. Berdasarkan hasil yang diperoleh, maka produk pengembangan media *Game* Edukatif Keberagaman Budaya Lokal Jombang Materi IPAS pada Siswa Kelas IV SDN Mojojejer 2 Jombang valid, efektif dan menarik.

Kata Kunci: Pengembangan, ADDIE, Game Edukatif, Keberagaman Budaya Lokal Jombang

Afif Fadhilah Zakaria, 2024. Development of Educational Games on Local Cultural Diversity in Jombang at IPAS Material for IVth Grade Students of SDN Mojojejer 2 Jombang. Thesis. Elementary School Teacher Education, Faculty of Education, Trunojoyo University of Madura. Advisor: Nova Estu Harsiwi, S.Pd., M.Pd.

ABSTRACT

The aims of this research and development, are: (1) To develop valid learning media of Educational Games on Local Cultural Diversity in Jombang based on expert validation. (2) To develop effective learning media of Educational Games on Local Cultural Diversity in Jombang based on learning implementation sheets (teacher and student activities) and student cognitive learning outcomes. (3) To develop interesting learning media of Educational Games on Local Cultural Diversity in Jombang based on student and teacher response questionnaires. This research is a research and development that refers to the ADDIE model (analyze, design, development, implementation, evaluation). Based on the results of the research that has been carried out, the percentage of validity of the Jombang Local Cultural Diversity Educational Game learning media is obtained in terms of the results of the media expert validator 90%, the language expert validator 93%, the material expert validator 97% with all three in the category "very valid", and the results of the learning design expert validator 78% with the category "valid". The average value of media validity is 89.75% with the category "very valid". The effectiveness of the Jombang Local Cultural Diversity Educational Game learning media in terms of classical learning outcomes is 100% with the criteria "complete", the percentage of teacher activity value is 89% with the category "very active" and the percentage of student activity value is 88% with the category "very active". The attractiveness is reviewed from the teacher's response, obtaining a percentage value of 97% and the student's response obtaining a value of 97.3% with each being in the category "very attractive". Based on the results obtained, the Development of Educational Games on Local Cultural Diversity in Jombang at IPAS Material for IVth Grade Students of SDN Mojojejer 2 Jombang is valid, effective and attractive.

Keywords: Development, ADDIE, Educational Game, Diversity of Local Jombang's Culture