

Rahma Andriani. 2022. Pengembangan Media *Scout Adventure Games* di Gawai untuk Siswa Kelas 3 Tema 8 Subtema 2 Pembelajaran 1 di UPT SD Negeri 288 Gresik. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing : Priyono Tri Febrianto.

ABSTRAK

Tujuan penelitian pengembangan ini untuk (1) Mengembangkan media *scout adventure games* di gawai untuk siswa kelas III UPT SD Negeri 288 Gresik yang valid, (2) Mengembangkan media *scout adventure games* di gawai untuk siswa kelas III UPT SD Negeri 288 Gresik yang efektif, (3) Mengembangkan media *scout adventure games* di gawai untuk siswa kelas III UPT SD Negeri 288 Gresik yang menarik. Penelitian ini dilakukan pada kelas III di UPT SD Negeri 288 Gresik. Penelitian dan pengembangan ini menggunakan model ADDIE dengan tahapan *Analysis, Design, Development, Implementation, Evaluation*. Persentase hasil validasi dari validasi ahli materi 95%, ahli media 78,8% dan ahli desain pembelajaran 82,5% dengan hasil rata-rata 85,43% media *Scout Adventure Games* menunjukkan kategori sangat valid. Hasil keefektifan pada tahap uji coba kelompok besar ditinjau dari hasil belajar siswa memperoleh persentase 100% media *Scout Adventure Games* dinyatakan dalam kategori sangat efektif. Hasil kemenarikan pada tahap uji coba kelompok besar ditinjau dari angket respon siswa pada uji coba kelompok kecil dengan memperoleh persentase sebesar 94,8% dan uji coba kelompok besar dengan memperoleh persentase sebesar 94% maka media *Scout Adventure Games* dinyatakan dalam kategori sangat menarik. Berdasarkan hasil penelitian maka media *Scout Adventure Games* valid, efektif, dan menarik digunakan dalam pembelajaran pada kelas III UPT SD Negeri 288 Gresik.

Kata Kunci : *Gawai, Scout Adventure Games.*

Rahma Andriani. 2022. Development of Media Scout Adventure Games on Gadgets for Grade 3 Students Theme 8 Sub-theme 2 Learning 1 at UPT SD Negeri 288 Gresik. Thesis. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo University, Madura. Supervisor : Priyono Tri Febrianto.

ABSTRACT

The purpose of this development research is to (1) develop a valid media scout adventure games on the device for third grade students of UPT SD Negeri 288 Gresik, (2) develop an effective media scout adventure games on the device for third grade students of UPT SD Negeri 288 Gresik, (3) Develop an interesting media for scout adventure games on the device for third grade students of UPT SD Negeri 288 Gresik. This research was conducted in class III at UPT SD Negeri 288 Gresik. This research and development uses the ADDIE model with the stages of Analysis, Design, Development, Implementation, Evaluation. The percentage of validation results from material expert validation is 95%, media experts 78.8% and learning design experts 82.5% with an average result of 85.43% Scout Adventure Games media shows a very valid category. The results of the effectiveness at the large group trial stage in terms of student learning outcomes obtained a percentage of 100% of the Scout Adventure Games media stated in the very effective category. The results of the attractiveness in the large group trial phase were reviewed from the student response questionnaire in the small group trial by obtaining a percentage of 94.8% and the large group trial by obtaining a percentage of 94%, the Scout Adventure Games media was stated in the very interesting category. Based on the results of the research, the Scout Adventure Games media is valid, effective, and interesting to use in learning in class III UPT SD Negeri 288 Gresik.

Keywords: *Gawai, Scout Adventure Games.*