

Khoirun Nisak. 2022. *Pengembangan Media Permainan Labirin Alfabet untuk Mengenalkan Huruf Anak Usia 4-5 Tahun*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dwi Nurhayati Adhani, M.Psi, Psikolog.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media permainan labirin alfabet untuk mengenalkan huruf anak usia 4-5 tahun. Peneliti menggunakan model pengembangan *Borg and Gall*. Penelitian ini dilaksanakan di TK PGRI Tahsinul Akhlaq dengan populasi semua anak rentang usia 4-5 tahun. Sampel penelitian sebanyak 26 anak. pengumpulan data menggunakan teknik angket untuk mengukur kelayakan media permainan labirin alfabet. Teknik analisis data menggunakan analisis deskriptif kualitatif dan analisis statistik deskriptif. Berdasarkan hasil penelitian dapat disimpulkan bahwa nilai yang diperoleh dari media permainan labirin alfabet dari: Ahli Meteri 97% dengan predikat "Sangat baik", Ahli media 84% dengan predikat "baik", uji coba lapangan awal 74% dengan predikat "Cukup baik", uji lapangan utama 87% dengan predikat "baik" dan uji coba lapangan operasional 95% dengan predikat "sangat baik".

Kata Kunci : Media Permainan, Labirin Alfabet, Kemampuan Mengenal Huruf, Anak Usia 4-5 tahun.

Khoirun Nisak. 2022. *Development of to Introduce alphabet labyrinth Game Media to introduce letters to children aged 4-5 years*. Thesis, Early Childhood Education Teacher Education Study Program, Education Faculty, University of Trunojoyo Madura. Advisor: Dwi Nurhayati Adhani, M.Psi, Psikolog

ABSTRACT

This research aims to develop an alphabet labyrinth game media to introduce letters to children aged 4-5 years. The researcher uses the Borg and Gall development model. This research was conducted at PGRI Tahsinul Akhlaq Kindergarten with a population of all children aged 4-5 years. The research sample was 26 children. The collection of data uses a questionnaire technique to measure the media of the alphabet labyrinth game. The technique of data analysis used descriptive qualitative analysis and descriptive statistical analysis. Based on the results of the research, it can be obtained that the values obtained from the alphabet labyrinth game media are: Material expert by 97% with the predicate "Very good", Media expert by 84% with the predicate "good", the initial field trial by 74% with the predicate "Pretty good", the main test by 87% with the predicate of "good" and the operational field trials by 95% with the predicate "very good".

Keywords: *Media games, Alphabet labyrinth, Ability to recognize letter, Children aged 4-5 years*