

Nefi Lailatul Mufarokha. 2023. Pengembangan *Game Educative* Berbasis *Android* “*Reading Lesson Fun*” Untuk Menstimulasi Kemampuan Membaca Permulaan Anak. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhammad Busyro Karim, S.Ag., M.Si.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan *game educative* berbasis *android* “*Reading Lesson Fun*” untuk menstimulasi kemampuan membaca permulaan anak usia 4-5 tahun di RA Perwanida IX Glagah. Penelitian ini menggunakan model pengembangan *ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan dengan 5 tahapan uji coba, yaitu uji coba ahli isi/materi, uji coba ahli media pembelajaran, uji coba perorangan, uji coba kelompok kecil, dan uji coba kelompok besar. Subjek penelitian berjumlah 32 anak. Kelompok uji coba perorangan 3 anak kelompok A di TKM NU 128 Assa’adah, uji coba kelompok kecil 6 anak kelompok A di TKM NU 128 Assa’adah, dan uji coba kelompok besar 23 anak di RA Perwanida IX. Hasil penelitian menunjukkan bahwa nilai yang diperoleh *Game Educative* Berbasis *Android* “*Reading Lesson Fun*” dari validator Ahli isi/materi sebesar 86% kategori “sangat tinggi”, dari validator Ahli media pembelajaran sebesar 84% kategori “sangat tinggi”, uji coba perorangan sebesar 73,33% kategori “tinggi”, uji coba kelompok kecil sebesar 87,22% kategori “sangat tinggi”, dan uji coba kelompok besar sebesar 91,08% kategori “sangat tinggi”. Berdasarkan hasil penelitian dan pengembangan yang telah dilakukan dapat disimpulkan bahwa *Game Educative* berbasis *android* “*Reading Lesson Fun*” untuk menstimulasi kemampuan membaca permulaan anak usia 4-5 tahun layak untuk digunakan sebagai salah satu sumber belajar.

Kata Kunci : Anak Usia 4-5 Tahun, *Game Educative*, Membaca Permulaan

Nefi Lailatul Mufarokha. 2023. *Android-Based Educative Game Development "Reading Lesson Fun" To Stimulate Children's Beginning Reading Ability*. Thesis, Early Childhood Education Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Muhammad Busyro Karim, S.Ag., M.Si.

ABSTRACT

This study aims to develop an android-based educative game "Reading Lesson Fun" to stimulate early reading skills for children aged 4-5 years at RA Perwanida IX Glagah. This research uses the ADDIE development model (Analysis, Design, Development, Implementation Evaluation). This research was conducted in 5 stages of trials, namely content/material expert trials, learning media expert trials, individual trials, small group trials, and large group trials. The research subjects were 32 children. Individual trial group of 3 group A children at TKM NU 128 Assa'adah, small group trial of 6 group A children at TKM NU 128 Assa'adah, and large group trial of 23 children at RA Perwanida IX. The results showed that the value obtained by the Android-based Educative Game "Reading Lesson Fun" from the content/ material expert validator was 86% in the "very high" category, from the learning media expert validator was 84% in the "very high" category, individual trials were 73.33% in the "high" category, the small group trial was 87.22% in the "very high" category, and the large group trial was 91.08% in the "very high" category. Based on the results of the research and development that has been carried out, it can be concluded that the android-based Educative Game "Reading Lesson Fun" to stimulate early reading skills of children aged 4-5 years is feasible to be used as a learning resource.

Keywords: 4-5 Years Old Children, Educative Games, Beginning Reading