

ABSTRAK

Matematika merupakan salah satu pelajaran penting bagi siswa, yang dapat berguna dan diterapkan dalam kehidupan sehari-hari seperti perhitungan uang, perhitungan barang, ataupun sisa barang dan banyak lainnya. Walaupun begitu banyak yang menganggap bahwa matematika merupakan pelajaran yang sulit padahal pelajaran matematika harus dikenalkan kepada siswa mulai dari sekolah dasar. Berdasarkan observasi yang dilakukan terdapat beberapa masalah yang terjadi terhadap siswa sekolah dasar. Salah satu masalah tersebut adalah minat siswa dalam pembelajaran yang kurang karena keterbatasan media pembelajaran. Berdasarkan permasalahan tersebut, peneliti mendapat sebuah inovasi media baru berupa teknologi yaitu media *game* edukasi berbasis *android*. Media *game* edukasi berbasis *android* ini diharapkan dapat mencapai tujuan belajar siswa dan juga menarik minat siswa. Penelitian ini dilakukan kepada siswa kelas dua SDN Suci 2 Jember dan menggunakan model pengembangan *ADDIE* yang memiliki lima tahapan, yaitu *analyze* (analisis), *design* (perancangan), *development* (pengembangan), *implementation* (implementasi), dan *evaluation* (evaluasi). Hasil dari penelitian yang dilakukan mendapatkan persentase sebesar 97% dari ahli media pembelajaran, 87% dari ahli isi atau materi, 84% uji coba perorangan, 97% uji coba kelompok kecil, dan 94% uji coba kelompok besar. Berdasarkan penelitian tersebut, *game* edukasi dinyatakan layak digunakan sebagai media pembelajaran di Sekolah Dasar pada materi pecahan.

Kata Kunci: *media pembelajaran, pecahan, game edukasi, ADDIE.*

ABSTRACT

Mathematics is one of the important lessons for students, which can be useful and applied in daily life such as the calculation of money, calculation of goods, or the rest of goods and many others. Even so many people think that mathematics is a difficult subject even though mathematics must be introduced to students starting from elementary school. Based on observations made there are some problems that occur with elementary school students. One of the problems is the lack of student interest in learning because of the limitations of learning media. Based on these problems, researchers got a new media innovation in the form of technology that is an android-based educational game media. Android based educational game media is expected to achieve student learning goals and also attract student interest. This research was conducted to the second grade students of SDN Suci 2 Jember and used the ADDIE development model which had five stages, namely analyze, design, development, implementation, and evaluation. The results of the research conducted obtained a percentage of 97% from instructional media experts, 87% from content or material experts, 84% individual trials, 97% small group trials, and 94% large group trials. Based on this research, the educational game was declared appropriate to be used as a learning medium in elementary schools on fractional material.

Keywords: *learning media, fractions, educational games, ADDIE.*