

Arini Riskiya 2017. *Pengembangan Media Education Game Building Block Terhadap Hasil Belajar Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing 1) Laila Khamsatul Muharrami, S.Si., M.Si. 2) Ana Yuniasti Retno Wulandari S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan, respon siswa dan hasil belajar terhadap media *education game building block* pada materi Atom, Ion dan Molekul. Penelitian dilaksanakan di SMPN 3 Kamal pada kelas VIII-B tahun pelajaran 2017-2018. Model pengembangan menggunakan model 4D Thiagarajan. Model Pengembangan 4D terdiri dari 4 tahap yaitu pendefinisian, perancangan, pengembangan, tanpa melalui tahap penyebaran. Desain Penelitian yang digunakan adalah *One Shot Case Study*. Media *education game building block* dikembangkan kemudian dinilai dari kelayakan media, respon siswa dan hasil belajar. Hasil rata-rata penilaian uji kelayakan oleh ahli media adalah validitas 93,63% reliabilitas 94,4% atau layak dilakukan tanpa revisi. Kelayakan oleh ahli materi adalah validitas 89,16% reliabilitas 98,33% atau layak digunakan tanpa revisi. Hasil rata-rata penilaian respon siswa sebesar 83,49% atau sangat menarik. Hasil belajar secara individual didapatkan tuntas sebanyak 17 siswa, tidak tuntas sebanyak 5 siswa, dan secara klasikal sebesar 77,27% dengan kategori tuntas. Maka media *education game building block* dinyatakan layak digunakan dalam kegiatan pembelajaran IPA pada materi Atom, Ion dan Molekul.

Kata Kunci: hasil belajar, media *education game building block*, pengembangan 4D

Arini Riskiya 2017. *The developing Education Game Building Block Media of the results student's learning*. Thesis, Natural Sains Education Program Study, Education Faculty, University of Trunojoyo Madura. Advisor 1) Laila Khamsatul, S.Si., M.Si. 2) Ana Yuniasti Retno Wulandari S.Pd., M.Pd.

ABSTRAK

This study aimed to determine the validity, learning outcomes, and student's response to media education game building block on the materials of Atom, Ion and Molecule. This study is conducted at SMPN 3 Kamal in class VIII-B of the academic period 2017-2018. The development of model used the Thiagarajan 4D model. The Development of 4D Model consists of 4 stages of definition, design, development, without dissemination. The research design used is one shot case study. Education game building blocks media developing then assessed from media validity, learning outcomes, and student responses. The averages result of validity assessment by media expertise validity 93.63% reliability 94.4% or worth done without revision. The validity from the material expert is 89.16% validity 98.33% reliability or feasible to used without revision. The results of individual learning obtained complete as many as 17 students, did not complete as many as 5 students, and classically as much as 77.27% with complete category. The averages result of the students response assessment is 83.49% or very interesting. Then education game building block media worthy of use in science learning activities on the materials of Atom, Ion and Molecule.

Keyword: *education game building block media, learning outcomes, the development, 4D*