

Aldy Aditya F.Y. 2020. Pengembangan Pengembangan Majalah Berbasis *Game Mobile Legend* Materi Gangguan Pada Organ Pernapasan pada Tema 2 Subtema 2 Pentingnya Udara Bersih Bagi Pernapasan di SDN Gili Barat. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Fachrur Rozie, S.Pd., M.Pd. Pembimbing II: Bagus Rahmad Wijaya, S.Pd., M.Pd

ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, keefektifan, kepraktisan bahan ajar majalah berbasis *game mobile legend* pada materi gangguan pada organ pernapasan. Penelitian ini dilakukan pada kelas V di SDN Gili Barat. Penelitian dan pengembangan ini menggunakan model 4D yang memiliki 4 tahapan yaitu *define, design, development, dan disseminate*. Persentase hasil validasi rata-rata memperoleh hasil 89,96% bahan ajar majalah berbasis *game mobile legend* dinyatakan dalam kategori sangat valid. Hasil keefektifan pada tahap uji coba lapangan implementasi ditinjau dari hasil belajar dan angket respon siswa memperoleh persentase sebesar 100% bahan ajar komik majalah berbasis *game mobile legend* dalam kategori sangat efektif. Hasil kepraktisan pada tahap uji coba lapangan implementasi ditinjau dari hasil observasi aktivitas guru dan siswa memperoleh persentase sebesar 82,39% bahan ajar majalah berbasis *game mobile legend* dinyatakan dalam kategori sangat praktis. Berdasarkan hasil penelitian maka bahan ajar majalah berbasis *game mobile legend* valid, efektif, dan praktis digunakan dalam pembelajaran tematik materi gangguan pada organ pernapasan kelas V SDN Gili Barat.

Kata Kunci: Bahan ajar, majalah, *game mobile legend*, pembelajaran tematik, materi gangguan pada organ pernapasan kelas.

Aldy Aditya F.Y. 2020. Development of a magazine based on Mobile Game Legend of the subject of the respiratory Organ in theme 2 Subtema 2 The importance of clean air for breathing at SDN Gili Barat. Thesis. Primary school teacher Education course. Faculty of Educational Sciences. Universitas Trunojoyo Madura. Supervisor I: Fachrur Rozie, S. Pd., M. Pd. Supervisor II: Bagus Rahmad Wijaya, S. Pd., M. Pd

Abstract

The purpose of this development research is to determine the validity, effectiveness, practicality of a magazine-based game of mobile legends on the subject of the respiratory organs. This research was conducted in class V at SDN Gili Barat. This research and development uses 4D model that has 4 stages, namely define, design, development, and disseminate. The average percentage result of validation results in 89.96% of magazine-based game teaching materials mobile legend is expressed in a very valid category. The result of effectiveness in the field trials of implementation is reviewed from the learning outcomes and the student response poll earns a percentage of 100% magazine comic teaching materials based on mobile legend games in a very effective category. The practicality of the field test implementation is reviewed from the observation results of the teacher's activity and the students get a percentage of 82.39% of the magazine-based material on mobile game-driven magazines expressed in very practical categories. Based on the results of the research, the material of the magazine-based mobile legend game is valid, effective, and practical to use in the study of the material thematic in the respiratory organ V-class SDN Gili Barat.

Keywords: teaching materials, magazines, mobile legends games, thematic learning, the material of the disorder on the class breathing organ.