

Arina Artika Sari. 2023. *Pengembangan Media Pembelajaran Game Edukasi Wordwall Berbasis Kearifan Lokal Madiun Materi IPAS Bab 6 Kelas IV SD Ulil Albab*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing : Priyono Tri Febrianto, S. Sos., M. Si.

ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, kemenarikan dan keefektifan media pembelajaran *game* edukasi *wordwall* berbasis kearifan lokal Madiun materi IPAS bab 6 kelas IV SD Ulil Albab. Penelitian pengembangan menggunakan teknik pengumpulan data berupa observasi, wawancara, angket dan tes. Penelitian dan pengembangan ini menggunakan model ADDIE dengan tahapan *Analysis, Design,, Development, Implementation, Evaluation*. Kevalidan media GEMA diperoleh dari validator ahli media pembelajaran 94,44%, ahli desain pembelajaran 93,18%, ahli materi pembelajaran 88,63% dengan kategori sangat valid. Presentase kemenarikan diperoleh dari angket respon uji coba satu lawan satu mendapatkan presentase 95,45% (menarik), uji coba kelompok kecil mendapatkan presentase 93,93% (menarik), uji coba lapangan mendapatkan presentase 96,36% (menarik), angket respon guru mendapatkan presentase 100% (menarik), dengan rata-rata presentase 96,44% dengan kriteria menarik. Presentase keefektifan dari media GEMA diperoleh dari uji coba kelompok kecil aktivitas guru memperoleh 89,28% dengan kategori aktif, aktivitas peserta didik memperoleh 92,22% dengan kategori aktif, dan tes memperoleh presentase 100% tuntas. Uji coba lapangan pada aktivitas guru memperoleh 92,85%, kategori aktif aktivitas peserta didik memperoleh presentase 92,33% kategori aktif dan tes memperoleh presentase 100% tuntas. Berdasarkan hasil penelitian maka Media Pembelajaran *Game Edukasi Wordwall* Berbasis Kearifan Lokal Madiun (GEMA) valid, menarik, dan efektif untuk digunakan pada pembelajaran IPAS Bab 6 Topik A kelas IV SD Ulil Albab.

Kata Kunci : *Media Pembelajaran, Game Edukasi Wordwall, Kearifan Lokal Madiun, IPAS*

Arina Artika Sari. 2023. *Development of Wordwall Educational Game Learning Media Based on Madiun Local Wisdom Science Material Chapter 6 Class IV SD Ulil Albab*. Thesis. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo Madura University. Advisor : Priyono Tri Febrianto, S. Sos., M. Si.

ABSTRACT

The purpose of this development research was to determine the validity, attractiveness and effectiveness of wordwall educational game learning media based on Madiun local wisdom on science material chapter 6 for class IV SD Ulil Albab. This development research uses data collection techniques in the form of observation, interviews, questionnaires and tests. This research and development uses the ADDIE model with the stages of Analysis, Design, Development, Implementation, Evaluation. The validity of the GEMA media was obtained from 94.44% learning media expert validators, 93.18% learning design experts, 88.63% learning material experts and obtaining an average percentage of 92.08% with a very valid category. The percentage of attractiveness was obtained from the individual test response questionnaire getting a percentage of 95.45% (interesting), small group trials getting a percentage of 93.93% (interesting), large group trials getting a percentage of 96.36% (interesting), teacher response questionnaire get a percentage of 100% (attractive), with an average percentage of 96.44% with attractive criteria. The percentage of effectiveness of the GEMA media was obtained from teacher activities, student activities, and learning achievement tests, in small group trials teacher activities obtained 89.28% in the active category, student activities obtained 92.22% in the active category, and tests obtained presentation 100% complete. Large group trials on teacher activities obtained 92.85%, active categories of student activities obtained 92.33% percentage of active categories and tests obtained 100% complete percentage. Based on the results of the study, the Madiun Local Wisdom-Based Wordwall Educational Game Learning Media (GEMA) is valid, interesting, and effective for use in Science Science Chapter 6 Topic A class IV SD Ulil Albab.

Keywords: Learning Media, Wordwall Educational Games, Local Wisdom
Madiun, IPAS