

Fatmatul khoiriyah 2025. Pengembangan Media Game Interaktif Berbasis Digital Dalam Meningkatkan Berpikir Simbolik Anak Usia 4-5 Tahun. Skripsi, Program Studi Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Ulvia Ika Surya, S.S., M.Pd

ABSTRAK

kemampuan berpikir simbolik sangat penting yang menjadi dasar bagi ketrampilan berpikir, berbahasa, dan belajar dimasa depan. Penelitian ini bertujuan untuk menghasilkan sebuah produk media pembelajaran Game Interaktif Berbasis Digital Dalam Meningkatkan Berpikir Simbolik Anak Usia 4-5 Tahun. Tujuan dilaksanakannya penelitian ini untuk mengetahui kelayakan Media Game Interaktif Berbasis Digital Dalam Meningkatkan Berpikir Simbolik Anak Usia 4-5 Tahun yang tinjau berdasarkan validasi ahli materi, ahli media dan respon anak. Mengetahui tingkat keefektivitas media game interaktif berbasis digital ditinjau berdasarkan uji coba lapangan operasional. Jenis penelitian yang digunakan adalah penelitian pengembangan model ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Penelitian menggunakan lima langkah meliputi analisis permasalahan, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini adalah ahli dan 30 anak usia 4-5 tahun di Tk Islam Intan Surabaya. Teknik pengumpulan data pada penelitian ini yaitu wawancara, observasi, angket (validasi ahli materi, ahli media, dan respon anak), dan dokumentasi. Berdasarkan hasil penelitian dapat disimpulkan bahwa nilai yang diperoleh dari media game interaktif berbasis digital yaitu dari ahli materi 88,57% dengan kriteria sangat valid atau sangat layak digunakan, ahli media sebesar 84,28% dengan kriteria sangat valid atau sangat layak digunakan, uji coba lapangan awal sebesar 92,42% dengan predikat sangat valid atau sangat layak digunakan, uji coba lapangan utama sebesar 83,93% dengan kriteria sangat valid atau sangat layak digunakan. Dengan demikian Uji lapangan operasional menghasilkan adanya perbedaan hasil kelompok kontrol dan kelompok eksperimen, yang berarti media game interaktif sangat efektif dalam meningkatkan berpikir simbolik anak usia 4-5 tahun sesuai indikator anak dalam perkembangan kognitif.

Kata kunci : Media Pembelajaran, Perkembangan Kognitif Berpikir Simbolik

Fatmatul Khoiriyah 2025. Development of Interactive Digital-Based Game Media to Enhance Symbolic Thinking in Children Aged 4-5 Years. Thesis, Early Childhood Education Study Program, Faculty of Educational Science, Trunojoyo Madura University. Supervisor: Ulvia Ika Surya, S.S., M.Pd.

ABSTRACT

Symbolic thinking ability is very important and forms the foundation for thinking skills, language development, and learning in the future. This research aims to produce a digital-based interactive game learning media to improve the symbolic thinking of children aged 4-5 years. The purpose of this study is to determine the feasibility of the digital-based interactive game media in enhancing the symbolic thinking of children aged 4-5 years, based on validation from experts in material, media, and children's responses. It also aims to find out the effectiveness level of the digital-based interactive game media based on operational field trials. The type of research used is developmental research utilizing the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The research comprises five steps: problem analysis, design, development, implementation, and evaluation. The subjects of this study are experts and 30 children aged 4-5 years at TK Islam Intan Surabaya. Data collection techniques include interviews, observations, questionnaires (validating from material experts, media experts, and children's responses), and documentation. Based on the results, it can be concluded that the scores obtained from the digital-based interactive game media are as follows: from the material expert 88.57%, with the criteria "very valid" or "very feasible to use," from the media expert 84.28%, also "very valid" or "very feasible to use," initial field trial at 92.42% with the predicate "very valid" or "very feasible to use," and main field trial at 83.93%, again "very valid" or "very feasible to use." Thus, the operational field test revealed a difference between the control and experimental groups, indicating that the interactive game media is highly effective in improving the symbolic thinking of children aged 4-5 years, according to the indicators of children's cognitive development..

Keywords: Learning Media, Cognitive Development, Symbolic Thinking.