

Nurul Firdayani 2023, Pengembangan game edukasi marbel trans pada subtema perkembangan teknologi transportasi untuk kelas III di SDN Ba'engas 1. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas ilmu pendidikan, Universitas Trunojoyo Madura. Pembimbing: Fachrur Rozie, S.Pd., M.Pd

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan pengembangan game edukasi marbel trans, (2) mengetahui kemenarikan dari pengembangan game edukais marbel trans, dan (3) mengetahui keefektifan pengembangan game edukasi marbel trans. Penelitian pengembangan kali ini menggunakan model pengembangan Brog and Gall. Berdasarkan hasil penelitian yang telah dilakukan, diperoleh hasil bahwa persentase kevalidan rata-rata games edukasi marbel trans sebesar 90% dalam kategori sangat valid untuk digunakan. Kefektifan games edukasi marbel trans di ukur dari observasi aktivitas siswa sebesar 89,5 % dan juga diukur dari observasi aktivitas guru sebesar 93% kemudian dihitung rata-rata hasilnya dan memperoleh nilai 91,25% dalam kategori yang efektif. Ketuntasan belajar siswa atau ketuntasan klasikal sebesar 100% dalam kategori tuntas sehingga dapat disimpulkan bahwa games edukasi marbel trans ini sangat efektif digunakan pada pembelajaran. kemenarikan diukur dari presentase hasil angket respon siswa yang memperoleh persentase sebesar 93,5% dengan kategori sangat menarik. Berdasarkan hasil penelitian yang telah dilakukan game edukasi marbel trans valid, efektif, dan menarik digunakan pada tema 7 subtema 4 tentang perkembangan teknologi transportasi di sekolah dasar.

Kata Kunci: Media Pembelajaran, Game Edukasi, Marbel

Nurul Firdayani 2023, Development of trans marble educational game on the sub-theme of transportation technology development for class III at SDN Ba'engas 1. Thesis. Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Fachrur Rozie, S.Pd., M.Pd

ABSTRACT

The aims of this development research were (1) to find out the validity of the development of the Marbel Trans educational game, (2) to find out the attractiveness of the development of the Marbel Trans educational game, and (3) to find out the effectiveness of the development of the Trans Marbel educational game. This development research uses the Brog and Gall development model. Based on the results of the research that has been done, the results show that the average validity percentage of trans marble educational games is 90% in the very valid category for use. The effectiveness of Marbel Trans educational games was measured by observing student activity by 89.5% and also measured by observing teacher activity by 93% and then the average results were calculated and obtained a score of 91.25% in the effective category. Student learning completeness or classical completeness is 100% in the complete category so that it can be concluded that this marble trans educational game is very effective in learning. Attractiveness is measured from the percentage of student response questionnaires which obtain a percentage of 93.5% in the very attractive category. Based on the results of research that has been carried out, trans marble educational games are valid, effective, and interesting to use in theme 7, sub-theme 4 concerning the development of transportation technology in elementary schools

Keywords: *Learning Media, Educational Game, Marbel*