

Mohammad Sholikhin. 2026. *Pengembangan Instrumen Penilaian Digital Berbasis Unity dengan Strategi Gamifikasi Materi Membaca Teks Pidato Siswa Kelas VIII*. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Mega Puspitasari, M.Pd.

ABSTRAK

Penelitian ini merupakan penelitian pengembangan (*Research and Development*) yang dilatarbelakangi oleh kebutuhan siswa dan guru terhadap instrumen penilaian digital yang lebih efektif, objektif, dan interaktif dalam menilai keterampilan membaca teks pidato siswa kelas VIII. Penilaian yang masih dilakukan secara manual menggunakan rubrik dan lembar observasi membutuhkan waktu cukup lama, kurang efisien, serta belum mampu memberikan umpan balik secara langsung kepada siswa. Penelitian ini bertujuan untuk: (1) mengembangkan proses pengembangan instrumen penilaian digital berbasis *Unity* dengan strategi gamifikasi pada materi membaca teks pidato siswa kelas VIII dan (2) mendeskripsikan kelayakan produk yang dikembangkan. Produk berupa aplikasi Android (.apk) yang memuat elemen gamifikasi, seperti skor, level, tantangan, dan umpan balik langsung. Penelitian ini menggunakan model pengembangan 4D, yaitu *define, design, develop, dan disseminate*. Implementasi produk dilakukan di SMP Negeri 1 Labang dengan subjek siswa kelas VIII. Hasil penelitian menunjukkan bahwa media memperoleh validasi ahli media sebesar 96,6%, ahli bahasa sebesar 97,5%, dan ahli materi sebesar 100%, dengan rata-rata kelayakan sebesar 98,07% berkategori sangat layak. Instrumen penilaian digital berbasis *Unity* dengan strategi gamifikasi sangat layak digunakan sebagai instrumen penilaian keterampilan membaca teks pidato siswa kelas VIII.

Kata Kunci: instrumen penilaian digital, *Unity*, gamifikasi, membaca teks pidato, siswa kelas VIII

Mohammad Sholikhin. 2026. *Development of a Unity-Based Digital Assessment Instrument Using a Gamification Strategy for Speech Text Reading Material for Eighth-Grade Students*. Undergraduate Thesis, Indonesian Language and Literature Education Study Program, Faculty of Teacher Training and Education, Universitas Trunodjoyo Madura. Advisor: Mega Puspitasari, M.Pd.

ABSTRACT

This study is a Research and Development (R&D) study motivated by the need of teachers and students for a digital assessment instrument that is more effective, objective, and interactive in assessing the speech text reading skills of eighth-grade students. Conventional assessment methods, which still rely on rubrics and observation sheets, require considerable time, are less efficient, and have not been able to provide immediate feedback to students. This study aims to: (1) develop the process of developing a Unity-based digital assessment instrument employing a gamification strategy for the speech text reading material of eighth-grade students, and (2) describe the feasibility of the developed product. The product is an Android-based application (.apk) that incorporates gamification elements, such as scores, levels, challenges, and instant feedback. This study employs the 4D development model, consisting of the define, design, develop, and disseminate stages. The product was implemented at SMP Negeri 1 Labang with eighth-grade students as the research subjects. The results indicate that the product achieved validation scores of 96.6% from the media expert, 97.5% from the language expert, and 100% from the material expert, with an average feasibility score of 98.07%, which falls into the highly feasible category. Therefore, the Unity-based digital assessment instrument with a gamification strategy is considered highly feasible for use as an assessment instrument for the speech text reading skills of eighth-grade students.

Keywords: digital assessment instrument, Unity, gamification, speech text reading, Grade VIII students