

Kamiliyatul Laili. 2026. Pengembangan *Game* ‘BioSort’ Berbasis *Construct 3* pada Materi Klasifikasi Makhluk Hidup untuk Meningkatkan Literasi Sains. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Aditya Rakhmawan

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui kelayakan, respons, *game* BioSort berbasis *Construct 3* serta efektivitasnya dalam meningkatkan literasi sains pada materi klasifikasi makhluk hidup. Penelitian ini merupakan *Research and Development* (R&D) dengan model pengembangan *ADDIE* yang terdiri dari tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah peserta didik kelas VII-F SMPN 5 Bangkalan yang berjumlah 31 siswa. Pengambilan sampel menggunakan teknik *non-probability sampling* jenis *purposive sampling*. Data dikumpulkan melalui validasi ahli materi dan media, tes literasi sains, serta angket respon siswa. Hasil penelitian menunjukkan bahwa: 1) media *game* BioSort memiliki tingkat kelayakan sangat valid dengan rata-rata 84,7% pada aspek media dan 85,4% pada aspek materi, 2) terjadi peningkatan literasi sains peserta didik dengan nilai *N-Gain* rata-rata 0,73 kategori tinggi, dan 3) respon siswa terhadap penggunaan media berada pada kategori sangat baik dengan rata-rata 82,1%. Dengan demikian, media *game* BioSort layak dan efektif digunakan dalam pembelajaran IPA untuk meningkatkan literasi sains siswa.

Kata kunci: *ADDIE*, BioSort, IPA, literasi sains, R&D

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ABSTRACT

The purpose of this study is to determine the feasibility, response, BioSort game based on Construct 3, and its effectiveness in improving science literacy on the material of classification of living things. This study employed Research and Development (R&D) using the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. The subjects of this study were 31 students of class VII-F at SMPN 5 Bangkalan. The sampling technique used was non-probability sampling with a purposive sampling method. Data were collected through expert validation of material and media, scientific literacy tests, and student response questionnaires. The results showed that: (1) the BioSort game media was highly feasible with an average validity of 84.7% for media aspects and 85.4% for material aspects, (2) there was an improvement in students' scientific literacy with an average N-Gain score of 0.73 in the high category, and (3) students' responses toward the use of the media were very positive with an average score of 82.1%. Therefore, the BioSort game media is considered feasible and effective for use in science learning to improve students' scientific literacy.

Keywords: *ADDIE, BioSort, R&D, science, scientific literacy*