

Muhyati. 2026. *Pengembangan Media Pembelajaran Treasure Hunt Terintegrasi STEM Untuk Melatihkan Keterampilan Proses Sains Peserta Didik*. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Maria Chandra Sutarja

ABSTRAK

Penelitian ini dilatarbelakangi oleh kebutuhan media pembelajaran untuk melatih keterampilan proses sains peserta didik. Penelitian ini bertujuan untuk mengetahui kevalidan, respons dan peningkatan keterampilan proses sains peserta didik setelah menggunakan media pembelajaran treasure hunt terintegrasi STEM. Jenis penelitian ini yaitu R&D dengan model pengembangan ADDIE. Uji coba produk dilakukan di SMP Kanzul Ulum, Burneh pada peserta didik kelas IX dan VIII. Instrumen pengumpulan data menggunakan angket validasi ahli materi, ahli media, angket respons dan tes keterampilan proses sains peserta didik. Berdasarkan hasil penelitian dapat disimpulkan bahwa: (1) Rata-rata validasi ahli materi sebesar 95,31 % kriteria sangat valid dan rata-rata validasi ahli media sebesar 90,18% kategori sangat valid; (2) Respons peserta didik terhadap media *treasure hunt* menunjukkan rata-rata 89,94 % pada uji coba perorangan, 94,56% pada uji kelompok kecil dan 91,50 % pada implementasi dengan masing-masing kategori sangat baik ; (3) rata-rata *N-Gain* peningkatan keterampilan proses sains setelah menggunakan media *treasure hunt* mendapatkan nilai 0,66 dengan kategori sedang. Hal ini menunjukkan bahwa media *treasure hunt* valid digunakan dan mampu meningkatkan keterampilan proses sains peserta didik.

Kata Kunci: Keterampilan proses sains, STEM, *Treasure Hunt*

Muhyati. 2026. *Development of STEM-Integrated Treasure Hunt Learning Media to Train Students' Science Process Skills*. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Advisor: Maria Chandra Sutarja.

ABSTRACT

This research is motivated by the need for learning media to train students' science process skills. This study aims to determine the validity, response and improvement of students' science process skills after using STEM-integrated treasure hunt learning media. This type of research is R&D with the ADDIE development model. The product trial was conducted at Kanzul Ulum Junior High School, Burneh on students in grades IX and VIII. Data collection instruments used validation questionnaires from material experts, media experts, response questionnaires and tests of students' science process skills. Based on the research results, it can be concluded that: (1) The average validation of material experts was 95.31% in the very valid criteria, the average validation of media experts was 90.18% in the very valid category ;(2) Student responses to treasure hunt media showed an average of 89.94% in individual trials, 94.56% in small group trials and 91.50% in implementation with each category being very good ; (3) the average N-Gain for increasing science process skills after using treasure hunt media was 0.66 in the moderate category. This shows that treasure hunt media is valid to use and is able to improve students' science process skills.

Keywords: *Science process skills, STEM, Treasure Hunt*