

Amalia Hanisa Putri. 2024. *Pengembangan Game Edukasi Berbasis Canva Konteks Kerang Pisau untuk Melatih Pemahaman Konsep Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Eva Ari Wahyuni.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kevalidan *game* edukasi berbasis canva konteks kerang pisau dalam melatih pemahaman konsep siswa SMP. Penelitian ini menggunakan metode R&D dengan model pengembangan ADDIE dan desain penelitian *one shot case study*. Subjek yang digunakan kelas VII-A di SMPN 2 Bangkalan Tahun pelajaran 2023/2024 sebanyak 24 siswa. Data dikumpulkan dengan menggunakan wawancara, observasi, lembar validasi, tes, lembar angket respons siswa, dan dokumentasi. Berdasarkan hasil penelitian disimpulkan bahwa; (1) media pembelajaran GE berbasis Canva konteks kerang pisau sangat layak untuk diimplementasikan dalam pembelajaran IPA dengan hasil validitas pada aspek media dan materi berurutan yaitu 90,44% dan 86,25% dengan kategori sangat valid; (2) respons siswa setelah belajar menggunakan media pembelajaran GE berbasis Canva konteks kerang pisau adalah 90,25% dengan kategori sangat baik; dan (3) pemahaman konsep siswa setelah belajar menggunakan media pembelajaran GE berbasis Canva konteks kerang pisau adalah 97,17% dengan kategori sangat tinggi.

Kata kunci: canva, *game* edukasi, kerang pisau, pemahaman konsep siswa.

Amalia Hanisa Putri. 2024. *Development of an Educational Game Based on Canva in the Context of Razor Clams to Train Students' Conceptual Understanding*. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo Madura University. Advisor: Eva Ari Wahyuni.

ABSTRACT

This research aims to determine the feasibility of educational game-based learning media using Canva in the context of razor clams for training junior school students' conceptual understanding. This research used a R&D method with ADDIE development model and one shot case study design. The subject used by VII-A students at SMPN 2 Bangkalan for the 2023/2024 academic year, consisting of 24 students. Data were collected using interviews, observations, validation sheets, tests, student response questionnaires, and documentation. Based on the research findings, it is concluded that; (1) the Canva-based educational game media in the context of razor clams is highly feasible for implementation in science learning, with validity results for the media and content aspects being 90,44% and 86.25%, respectively, both categorized as highly valid; (2) the students' response after learning with the Canva-based educational game media in the context of razor clams is 90.25%, categorized as very good; (3) the students' conceptual understanding after learning with the Canva-based educational game media in the context of razor clams is 97.17%, categorized as very high.

Keywords: *canva, educational game, razor clams, students' conceptual understanding.*