

Rahmawati, Putri Novia. 2018. Pengembangan Media Permainan *Scrabble* Berbasis *Macromedia Flash* Materi Menulis Karangan Sederhana Bahasa Indonesia Kelas III SDN Betiting. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Sulaiman, S.Pd., M.Pd dan Pembimbing II Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Pengembangan ini dilatar belakangi adanya masalah kurang aktifnya siswa dikarenakan pembelajaran masih konvensional tanpa bantuan media pembelajaran terutama pada Mata Pelajaran Bahasa Indonesia. Dari permasalahan tersebut pengembang ingin mengembangkan media permainan *scrabble* berbasis *macromedia flash* pada mata pelajaran Bahasa Indonesia materi menulis karangan sederhana berdasarkan gambar seri kelas III SDN Betiting. Pengembangan ini menggunakan model pengembangan Borg dan Gall yang memiliki 10 tahapan. Tahapan tersebut antara lain: identifikasi masalah, pengumpulan informasi, desain produk, validasi desain, perbaikan desain, uji coba produk, revisi produk, uji coba pemakaian, revisi produk tahap akhir, produksi massal. Instrument pengumpulan data berupa lembar observasi, angket, wawancara, tes, dan dokumentasi. Teknik analisis data yang digunakan yaitu analisis deskriptif kualitatif, dan kuantitatif deskriptif. Berdasarkan hasil penelitian yang dilakukan, diperoleh bahwa hasil persentase kevalidan media permainan *scrabble* berbasis *macromedia flash* menurut ahli media pembelajaran adalah 93% (sangat valid, sangat baik digunakan), menurut ahli bahasa adalah 75% (valid, boleh digunakan setelah revisi kecil), menurut ahli materi adalah 100% (sangat valid, sangat baik digunakan), menurut ahli desain pembelajaran adalah 94% (sangat valid, sangat baik digunakan), dari hasil uji coba produk ditemukan rata-rata 90%, dari hasil uji coba pemakaian diperoleh rata-rata 91%. Dapat disimpulkan bahwa media permainan *scrabble* berbasis *macromedia flash* efektif dan layak digunakan pada pembelajaran bahasa indonesia materi menulis karangan sederhana berdasarkan gambar seri.

Kata kunci: Pengembangan, media permainan scrabble berbasis macromedia flash, bahasa indonesia, menulis karangan sederhana.

Rahmawati, Putri Novia. 2018. *Developement of Scrabble Macromedia Flash Based on Writing Materials of a Simple Essay in Indonesian Language in third grade in Betiting Elementary School*. Thesis. Indonesian Education Department, Faculty of Education Science, University of Trunojoyo Madura. Advisor I : Sulaiman, S.Pd., M.Pd and Advisor II : Andika Adinda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The development of scrabble macromedia flash based on a major problem of students who are less active, it resulted from conventional learning without any media study particularly in Indonesian lesson. Along with this problem, the researcher wants to develop scrabble game based on macromedia flash in Indonesian lesson on writing materials of a simple essay related to Students' painting series in third grade in Betiting elementary school. This development using Borg and Gall development model which have 10 stages. Those stages include: research and information collecting, planning, develop preliminary form of product, preliminary field testing, main product revision, main field testing, operational product revision, operational field testing, final product revision and dissemination and implementation. Data were collected using observation sheet, questionnaires, interviews, tests and documentation. Method of data analysis using both descriptive qualitative and quantitative. From the data, it is resulted that the validation of the precentage of scrabble games based on micromedia flash according to experts are 93% (very valid, very good to be used), linguists are 75% (valid, suitable to be used after minor revision), design learning experts are 94% (very valid, very good to be used). According to preliminary field testing found that the average of 90%, operational field testing found that the average of 91%. It can be concluded that Scrabble games based on macromedia flash are effective and appropriate to be used in learning Indonesian language on writing materials of a simple essay through painting series.

Keywords: Development, Scrabble games based on micromedia flash, Indonesian language, writing a simple essay.