

Khoirus Sholihatinnur. 2018. *Pengembangan Modul Matematika Berbasis Permainan Edukatif untuk Siswa Kelas III di SDN Socah 1*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., M.Si, dan Pembimbing II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Pengembangan modul ini dilatarbelakangi oleh guru masih menggunakan metode konvensional ceramah dengan panduan buku paket. Buku pelajaran atau buku teks tersebut hanya berisi rumus dan soal latihan sehingga membuat siswa malas belajar dan siswa sulit memahami materi. Penelitian dan pengembangan ini bertujuan untuk mengetahui kelayakan, keefektifan, keterterapan dan kemenarikan modul matematika. Tahapan Penelitian dan pengembangan ini menggunakan model *Borg and Gall* yang dimodifikasi oleh Sugiyono, yaitu identifikasi masalah, pengumpulan informasi, desain produk, validasi desain, perbaikan desain, uji coba produk, revisi produk, uji coba pemakaian, revisi produk, dan produksi massal. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kelayakan modul matematika memperoleh hasil rata-rata persentase dari 4 validator (ahli media, ahli desain pembelajaran, ahli materi, dan ahli bahasa) sebesar 84,97%. Keefektifan modul matematika memperoleh persentase dari observasi aktivitas guru sebesar 86,67%, dan observasi aktivitas siswa sebesar 86,07%, serta hasil belajar siswa 95% tuntas. Kemenarikan modul matematika dari angket respon siswa memperoleh persentase 92,2%. Keterterapan modul matematika dari hasil validasi pengguna memperoleh 80%. Hasil penelitian tersebut menunjukkan bahwa modul matematika berbasis permainan edukatif sangat layak, sangat efektif, sangat menarik dan valid dapat digunakan.

Kata kunci : *modul, matematika, permainan edukatif.*

Khoirus Sholihatinnur. 2018. *Development of Module Mathematics Based Educational Game for Grade III Students at Elementary School Socah 1*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University Trunojoyo Madura. Advisor I: Mohammad Edy Nurtamam, S.Pd., M.Si, and Advisor II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

The development of this module is motivated by the teacher still using conventional method of lecture with guide book package. Textbooks contain only formulas and practice questions that make students lazy to learn and students difficult to understand the material. This research and development aims to know the validity, effectiveness, appropriateness and attractiveness of math module. Research and development stages use Borg and Gall modified by Sugiyono, identification problem, information gathering, product design, design validation, design improvement, product testing, product revision, trial usage, product revision and mass production. Based on the results of the research, the results obtained that the percentage of eligibility of the mathematics module obtained the average percentage of 4 validators, media experts, learning designers, materials experts, and linguists of 84.97%. The effectiveness of mathematics module get the percentage from observation of teacher activity equal to 86,67%, and student activity observation equal to 86,07%, and student learning result 95%. The attractiveness of the mathematics module from the student response questionnaire earned 92,2%. The application of the math module from the user's validation results is 80%. The results of this study indicate that the educational module based math is very feasible, very effective, very interesting and valid usable.

Keywords: *module, mathematics, educational game*.