

Annisa Azzura. 2024. *Pengembangan Media Kartu Berbasis Permainan Kelas IV SDN Purwokerto*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan ini bertujuan untuk; (1) mengetahui kevalidan media kartu berbasis permainan, (2) mengetahui keefektifan media kartu berbasis permainan, dan (3) mengetahui kepraktisan media kartu berbasis permainan. Penelitian ini merupakan penelitian *RnD (Research and Development)*. Model yang digunakan dalam penelitian ini adalah model ADDIE. Uji coba dibedakan menjadi dua, yaitu uji coba ahli dan uji coba sasaran. Subjek uji coba adalah para ahli, peserta didik, dan guru kelas IV. Teknik pengumpulan data menggunakan angket, observasi, dan tes. Analisis data menggunakan analisis deskriptif kualitatif dan analisis deskriptif kuantitatif. Hasil data menunjukkan media kartu berbasis permainan mendapatkan persentase kelayakan dari ahli media sebesar 93,3%, ahli materi sebesar 89,2%, ahli desain pembelajaran sebesar 85%, serta diperoleh rata-rata kevalidan sebesar 89,2% dengan kategori sangat valid. Keefektifan ditinjau dari perhitungan lembar observasi aktivitas peserta didik memperoleh persentase 94,95%, dan lembar tes hasil belajar peserta didik ranah kognitif memperoleh persentase ketuntasan belajar klasikal 100%. Kepraktisan ditinjau dari hasil perhitungan lembar observasi aktivitas guru memperoleh persentase 95%, serta lembar angket respon peserta didik memperoleh persentase sebesar 96,16%. Berdasarkan hasil analisis data, media kartu berbasis permainan kelas IV dapat dikatakan valid, efektif, dan praktis.

Kata Kunci: media pembelajaran, kartu, permainan

Annisa Azzura. 2024. *Development of Card-Based Game Media for Fourth Grade Students at SDN Purwokerto*. Thesis, Elementary School Teacher Education Program, Faculty of Education, Universitas Trunojoyo Madura. Advisor : Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRACT

This development research aims to: (1) determine the validity of the card-based game media, (2) determine the effectiveness of the card-based game media, and (3) determine the practicality of the card-based game media. This research is an R&D (Research and Development) study. The model used in this research is the ADDIE model. The trials are divided into two types: the expert trials and the target trials. The subjects of the trials include experts, students, and fourth-grade teachers. The data collection techniques used were questionnaires, observation, and tests. The data analysis employed qualitative and quantitative descriptive analysis. The results showed that the card-based game media received feasibility ratings of 93.3% from media experts, 89.2% from material experts, and 85% from instructional design experts, with an average validity of 89.2%, classified as very valid. The effectiveness was evaluated from the observation sheets of student activities, which received a percentage of 94.95%, and the test sheets of students' cognitive learning outcomes, achieving a classical mastery percentage of 100%. The practicality was evaluated from the observation sheets of teacher activities, which received a percentage of 95% and the questionnaire sheets of student responses, which received a percentage of 96.16%. Based on the data analysis results, the card-based game media for fourth grade can be considered valid, effective, and practical.

Keywords: *learning media, cards, games*