

Maulina Nurhidayah. 2024. *Pengembangan Game Edukasi Berbasis Desktop untuk Meningkatkan Motivasi Belajar IPA Kelas V di SDN 2 Kaloran*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRAK

Mata pelajaran IPA yang sulit dan kurangnya media pembelajaran yang mendukung membuat peserta didik merasa bosan dan kehilangan motivasi, sehingga hasil belajar menurun. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa *game* edukasi yang memenuhi aspek kevalidan, respon positif peserta didik, dan meningkatkan motivasi belajar di SDN 2 Kaloran. Model penelitian yang digunakan yaitu pengembangan (R&D) model ADDIE *Analysis* (Analisis), *Design* (Desain), *Development* (Pengembangan), *Implementation* (Implementasi), *Evaluation* (Evaluasi). Instrumen yang digunakan dalam penelitian ini meliputi lembar validasi ahli materi, lembar validasi ahli media, lembar angket respon peserta didik, dan lembar angket motivasi belajar. Penelitian ini menghasilkan *game* edukasi berbasis *desktop* dengan penilaian dari ahli materi sebesar 94,4% dengan kategori sangat layak, dan penilaian dari ahli media sebesar 94,7% dengan kategori sangat layak. Respon peserta didik terhadap *game* edukasi sangat positif, dengan uji coba perorangan mencapai 85%, uji coba kelompok kecil sebesar 86%, uji coba kelompok besar mencapai 86%, semuanya memenuhi kriteria sangat layak. Berdasarkan uji terbatas yang dilakukan terlihat adanya peningkatan motivasi belajar, yang semula motivasi belajar peserta didik adalah 76% dengan kriteria “Baik”, setelah diberikan *game* edukasi berbasis *desktop* mengalami peningkatan menjadi 86% dengan kategori “Sangat Baik”, yang artinya motivasi belajar peserta didik mengalami peningkatan sesudah menggunakan *game* edukasi berbasis *desktop*. Sehingga, *game* edukasi berbasis *desktop* dengan materi perpindahan kalor ini layak digunakan dan dapat meningkatkan motivasi belajar peserta didik.

Kata kunci: ADDIE, *Game* Edukasi, Motivasi Belajar

Maulina Nurhidayah. 2024. *Development of Desktop-Based Educational Games to Increase Motivation to Learn Science in Grade V at SDN 2 Kaloran*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor: Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRACT

Difficult science subjects and lack of supporting learning media make students feel bored and lose motivation, so learning outcomes decrease. This study aims to develop learning media in the form of educational games that meet the aspects of validity, positive student response, and increase learning motivation at SDN 2 Kaloran. The research model used is the development (R&D) model ADDIE Analysis (Analysis), Design (Design), Development (Development), Implementation (Implementation), Evaluation (Evaluation). The instruments used in this study include material expert validation sheets, media expert validation sheets, student response questionnaires, and learning motivation questionnaires. This study produced a desktop-based educational game with an assessment from material experts of 94.4% with a very feasible category, and an assessment from media experts of 94.7% with a very feasible category. The response of students to educational games is very positive, with individual trials reaching 85%, small group trials of 86%, large group trials reaching 86%, all of which meet the criteria very feasible. Based on the limited test carried out, it can be seen that there is an increase in learning motivation, which initially the motivation of students to learn is 76% with the criteria "Good", after being given a desktop-based educational game has increased to 86% with the category "Very Good", which means that the learning motivation of students has increased after using desktop-based educational games. So, this desktop-based educational game with heat transfer material is feasible to use and can increase students' learning motivation.

Keywords: ADDIE, Educational Game, Learning Motivation