

Berlian Ari Andani. 2024. *Pengembangan Media Pembelajaran Monopoli Berbasis Role Playing Untuk Meningkatkan Pemahaman Konsep Peserta Didik*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing Aditya Rakhmawan.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kevalidan, peningkatan pemahaman konsep peserta didik, dan respons peserta didik terhadap media pembelajaran monopoli berbasis *role playing* pada materi bumi dan tata surya kelas VII SMP. Desain pengembangan yang digunakan adalah ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek uji coba dalam penelitian ini berjumlah 8 peserta didik kelas VIII. Sampel dalam penelitian ini berjumlah 14 peserta didik kelas VII SMP Negeri 2 Socah. Instrumen penelitian yang digunakan terdiri dari lembar validasi media, tes pemahaman konsep dan angket respons peserta didik. Hasil penelitian menunjukkan bahwa: (1) Media pembelajaran monopoli berbasis *role playing* valid digunakan yang memiliki hasil rata-rata validitas pada aspek media 91,96% dengan kategori sangat valid dan rata-rata hasil validasi aspek materi sebesar 94,44% dengan kategori sangat valid. (2) hasil pemahaman konsep peserta didik mengalami peningkatan dengan skor N-gain sebesar 0,73 dengan kategori tinggi. (3) Nilai rata-rata hasil respons peserta didik sebesar 86,10% dengan kategori sangat positif. Hal tersebut menunjukkan bahwa media pembelajaran monopoli berbasis *role playing* valid digunakan dalam meningkatkan pemahaman konsep peserta didik

Kata kunci: Media pembelajaran monopoli, pemahaman konsep peserta didik, *role playing*

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ABSTRACT

This study aims to determine the validity, increase students' understanding of the concept, and students' responses to role playing based monopoly media on earth matter and the solar system grade VII junior high school. The development design used is the ADDIE (Analyze, Design, Development, Implementation, Evaluation). The test subjects in this study amounted to 8 students in grade VIII. The sample in this study amounted to 14 students in grade VII of SMP Negeri 2 Socah. The research instruments were media validation sheets, concept comprehension tests, and student response questionnaires. The results of the study showed that: (1) Monopoly learning media based on valid role playing was used which had an average validity result in the media aspect of 91.96% with a very valid category and an average validation result of the material aspect of 94.44% with a very valid category. (2) the results of students' understanding of concepts have increased with an N-gain score of 0.73 in the high category. (3) The average score of student response results was 86.10% with a very positive category. This shows that the monopoly learning media based on role playing is validly used in increasing students' understanding of concepts

Keywords: *Monopoly learning media, role playing, students' concept understanding.*