

ABSTRAK

Matematika merupakan mata pelajaran yang sangat penting. Namun sering kali dianggap sulit. Pelajaran matematika perlu diberikan kepada semua siswa mulai dari tingkat Sekolah Dasar. Berdasarkan hasil observasi terdapat beberapa permasalahan yang terjadi pada siswa Sekolah Dasar. Salah satunya yaitu masih terdapat beberapa siswa yang merasa kesulitan memahami materi. Hal ini dikarenakan sekolah masih memiliki keterbatasan fasilitas media. Berdasarkan permasalahan tersebut, peneliti memiliki inovasi belajar berupa teknologi yaitu media *game* edukasi. *Game* edukasi dapat meningkatkan daya tarik belajar siswa. Dalam penelitian ini menggunakan model ADDIE yang terdiri dari lima tahapan: yaitu analisis (*Analyze*), rancangan (*Design*), pengembangan (*Development*), implementasi (*Implementation*), dan evaluasi (*Evaluation*). Penelitian ini diuji cobakan kepada siswa kelas empat Sekolah Dasar. Hasil dari penelitian yang dilakukan mendapatkan prosentase sebesar 90% dari ahli media pembelajaran, 93% dari ahli isi atau materi, 94% uji coba perorangan, 93% uji coba kelompok kecil, dan 93% uji coba kelompok besar. Berdasarkan penelitian tersebut, *game* edukasi dinyatakan layak digunakan sebagai media pembelajaran di Sekolah Dasar pada materi pecahan.

Kata Kunci: *media pembelajaran, pecahan, game edukasi, ADDIE.*

ABSTRACT

Mathematics is a very important subject. But it is often considered difficult. Mathematics lessons need to be given to all students starting from the elementary school level. Based on observations there are several problems that occur in elementary school students. One of them is that there are still some students who find it difficult to understand the material. This is because schools still have limited media facilities. Based on these problems, researchers have learning innovations in the form of technology namely educational media games. Educational games can increase student learning attractiveness. In this study using the ADDIE model which consists of five stages: namely analysis (Analyze), design (Design), development (Development), implementation (Implementation), and evaluation (Evaluation). This study was tested on fourth grade students in elementary school. The results of the research conducted received a percentage of 90% of learning media experts, 93% of content experts or material, 94% of individual trials, 93% of small group trials, and 93% of large group trials. Based on these studies, educational games were declared feasible to be used as learning media in elementary schools on fractions.

Keywords: *learning media, fractions, educational games, ADDIE.*