

Kamalina, Mutmainnatul Jannah. 2023. 190611100086. *Pengembangan Permainan Teka-Teki (MEPEKI) dalam Meningkatkan Hasil Belajar Siswa di SDN Tanah Merah Laok 02 Tema 8 Subtema 1*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Agung Setyawan, S.Pd, M.Pd

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media permainan teka-teki (MEPEKI) pada kelas III di SDN Tanah Merah Laok 02. Penelitian pengembangan ini menggunakan model ADDIE, yaitu: 1. *Analysis*, 2. *Design*, 3. *Development*, 4. *Implementation*, 5. *Evaluation*. Hasil kevalidan media permainan teka-teki (MEPEKI) diperoleh dari hasil rata-rata validator sebesar 80% (Valid). Hasil kemenarikan media permainan teka-teki (MEPEKI) uji kelompok kecil diperoleh hasil 96 dan pada uji kelompok besar diperoleh hasil 90%. Hasil keefektifan media pembelajaran teka-teki (MEPEKI) uji kelompok kecil pada observasi aktivitas guru sebesar 80%, observasi aktivitas siswa persentase 67%, hasil tes belajar siswa diperoleh hasil 100%. Pada uji kelompok besar diperoleh hasil observasi aktivitas guru sebesar 93%, observasi aktivitas siswa menunjukkan rata-rata persentase 84%, hasil tes belajar siswa diperoleh hasil 86%. Penelitian dan pengembangan media permainan teka-teki menunjukkan hasil valid, sangat menarik, sangat efektif, dan mudah diterapkan sehingga dapat digunakan sebagai media permainan teka-teki (MEPEKI).

Kata Kunci: Media Permainan, Teka-Teki, Model

Kamalina, Mutmainnatul Jannah. 2023. 190611100086. Development of a Puzzle Game (MEPEKI) in Improving Student Learning Outcomes at SDN Tanah Merah Laok 02 Theme 8 Sub-theme 1. Thesis. Elementary School Teacher Education Study Program. Faculty of Education, Trunojoyo University, Madura. Advisor Agung Setyawan, S.Pd, M.Pd

ABSTRACT

This study aims to develop a media puzzle game (MEPEKI) for class III at SDN Tanah Merah Laok 02. This development research uses the ADDIE model, namely: 1. Analysis, 2. Design, 3. Development, 4. Implementation, 5. Evaluation. The results of the validity of the puzzle game media (MEPEKI) were obtained from the validator's average result of 80% (Valid). The results of the attractiveness of the puzzle game media (MEPEKI) in the small group test obtained 96% results and in the large group test obtained 90% results. The results of the effectiveness of the puzzle learning media (MEPEKI) small group test on the observation of teacher activity was 80%, the percentage of student activity observations was 67%, the results of student learning tests obtained 100% results. In the large group test, the results of observations of teacher activity were 93%, observations of student activity showed an average percentage of 84%, results of student learning tests obtained results of 86%. Research and development of puzzle game media shows valid results, very interesting, very effective, and easy to implement so that it can be used as a puzzle game media (MEPEKI).

Keywords: Media Games, Puzzles, Model