

Eli Fitriyah. 2023. *Pengembangan Game Edukasi “Fruits Memory” Berbasis Android Untuk Menstimulasi Kemampuan Berfikir Simbolik Anak*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhammad Busyro Karim, S.Ag., M.Si.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *game* edukasi “*Fruits Memory*” untuk menstimulasi kemampuan berfikir simbolik anak usia 5-6 tahun. Penelitian ini menggunakan model pengembangan ADDIE (Analysis, Design, Development, Implementation, Evaluation) yang dilakukan melalui 3 tahap uji coba diantaranya ahli materi, ahli media pembelajaran, dan uji coba perorangan menurut Molenda, Reigeluth dan Nelson dalam buku Wanda Ramansyah. Subjek penelitian terbatas yaitu anak usia 5-6 tahun yang berjumlah 10 anak dan uji coba lapangan utama yang berjumlah 31 anak di RA Perwanida IX. Hasil penelitian menunjukkan bahwa nilai yang diperoleh dari validator Ahli materi sebesar 83,63%, dari validator Ahli media pembelajaran sebesar 80% dan dari Uji coba lapangan terbatas sebesar 83% dan uji coba lapangan utama sebesar 88% ketiga uji coba dapat dinyatakan mendapat kualifikasi “tinggi” setelah dilakukan revisi. Game edukasi ini memiliki nilai efektivitas, efisiensi, dan daya tarik tinggi sehingga media pembelajaran berbasis *android* ini dapat digunakan untuk membantu menstimulasi kemampuan berfikir simbolik pada anak usia 5-6 tahun di lembaga RA Perwanida IX.

Kata Kunci : Anak Usia 5-6 Tahun, Game Edukasi, Berfikir Simbolik

Eli Fitriyah. 2023. Development Of An Android-Based Educational Games “Fruits Memory” To Stimulate Children’s Symbolic Thinking Ability. Thesis, Early Childhood Education Teacher Education Study Progam, Faculty Of Education , University Of Trunojoyo Madura. Advisor: Muhammad Busyro Karim, S.Ag., M.Si.

ABSTRACT

This study aims to develop an educational game learning media "Fruits Memory" to stimulate the symbolic thinking skills of children aged 5-6 years. This research uses the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation) which is carried out through 3 stages of trials including material experts, learning media experts, and individual trials according to Molenda, Reigeluth and Nelson in Wanda Ramansyah's book. The limited research subjects were 10 children aged 5-6 years and the main field trials totaling 31 children at RA Perwanida IX. The results showed that the value obtained from the material expert validator was 83,63%, from the learning media expert validator was 80% and from limited field trials was 83% and the main field trials were 88%. declared to have received “high” qualification after revision. This educational game has a high value of effectiveness, efficiency and attractiveness so that this android-based learning media can be used to help stimulate symbolic thinking skills in children aged 5-6 years at RA Perwanida IX.

Keywords: 5-6 Years Old Children, Educational Games, Symbolic Thinking