

Atikah Nabilah.K. N. 2023. *Pengembangan Permainan Animopoli (Animals Monopoli) Untuk Menstimulasi Kemampuan Berpikir Logis Anak Usia 5-6 Tahun*. Skirpsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dwi Nurhayati Adhani, S.Psi., M.Psi.

ABSTRAK

Penelitian ini dilatar belakangi pada kemampuan berpikir logis anak usia 5-6 tahun masih belum berkembang secara optimal dan kurangnya alat permainan edukatif sebagai media pembelajaran, serta pembelajaran yang hanya LKA, buku tulis, dan papan tulis sehingga pembelajaran kurang efektif dan kurang diminati oleh anak. Adanya “Pengembangan Permainan Animopoli (*Animals Monopoli*) Untuk Menstimulasi Kemampuan Berpikir Logis Anak Usia 5-6 Tahun” bertujuan untuk mengembangkan permainan animopoli untuk menstimulasi kemampuan berpikir logis anak usia 5-6 tahun. Penelitian menggunakan model pengembangan *Borg and Gall*. Penelitian ini dilaksanakan di TK Dharma Wanita Persatuan 3 Pangpong dengan populasi semua anak rentang usia 5-6 tahun. Sampel penelitian sebanyak 27 anak. Pengumpulan data menggunakan teknik angket untuk mengukur kelayakan permainan animopoli. Teknik analisis data menggunakan analisis deskriptif kualitatif dan analisis statistic deskriptif. Berdasarkan hasil penelitian dapat disimpulkan bahwa nilai yang diperoleh dari permainan animopoli dari Ahli Materi 88,6% dengan predikat “Baik”, Ahli Media 79,3% dengan predikat “Baik”, uji coba lapangan awal 72% dengan predikat “Cukup Baik”, uji coba lapangan utama 85% dengan predikat “Baik”, dan uji coba pemakaian 94% dengan predikat “Sangat Baik”. Dapat disimpulkan bahwa permainan animopoli sudah layak untuk digunakan sebagai salah satu sumber belajar anak untuk menstimulasi kemampuan berpikir logis anak usia 5-6 tahun.

Kata Kunci: Monopoli, Permainan Animopoli, Kemampuan Berpikir Logis, Anak Usia 5-6 Tahun.

Atikah Nabilah.K. N. 2023. *Development of Animopoly Games (Animals Monopoly) to Stimulate the Ability to Think Logically in Children Aged 5-6 Years*. Thesis, Early Childhood Education Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Dwi Nurhayati Adhani, S.Psi., M.Psi.

ABSTRACT

This research is based on the logical thinking ability of children aged 5-6 years is still not developing optimally and the lack of educational game tools as learning media, as well as learning that is only LKA, notebooks, and whiteboards so that learning is less effective and less desirable by children. The existence of "Development of Animopoli Games (Monopoly Animals) to Stimulate the Logical Thinking Ability of Children Aged 5-6 Years" aims to develop Animopoli Games to stimulate the logical thinking skills of children aged 5-6 years. The research used the Borg and Gall development model. This research was conducted at TK Dharma Wanita Persatuan 3 Pangpong with a population of all children aged 5-6 years. The study sample was 27 children. Data collection used questionnaire techniques to measure the feasibility of animopoly games. Data analysis techniques use qualitative descriptive analysis and descriptive statistical analysis. Based on the results of the study, it can be concluded that the scores obtained from animopoly games from Material Experts 88.6% with the predicate "Good", Media Experts 79.3% with the predicate "Good", initial field trials 72% with the predicate "Good Enough", main field trials 85% with the predicate "Good", and trial use 94% with the predicate "Very Good". It can be concluded that animopoly games are suitable to be used as a source of learning for children to stimulate the logical thinking skills of children aged 5-6 years.

Keywords: Monopoly, Animopoly Game, Logical Thinking Ability, 5-6 Years Old Children.