

Moh. Imam Muslim. 2023. Pengembangan Media Permainan *Treasure Hunt* Berbasis Anime *One Piece*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura, Pembimbing Dr. Aditya Rakhmawan

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan media, respons siswa, dan keterbacaan media terhadap media permainan *Treasure Hunt* berbasis anime *One Piece*. Materi pembelajaran yang digunakan pada media permainan yang dikembangkan adalah struktur dan fungsi akar, batang, daun, bunga, buah, dan biji kelas VIII SMP/MTs. Penelitian ini merupakan jenis penelitian pengembangan dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*). Sampel penelitian yaitu seluruh siswa kelas VIII C SMP Negeri 7 Bangkalan. Hasil validasi ahli media memperoleh nilai validitas sebesar 85,16% dengan kategori sangat valid dan nilai reliabilitas sebesar 96,33% dengan kategori reliabel. Hasil validasi ahli materi memperoleh nilai validitas sebesar 93,3% dengan kategori sangat valid dan nilai reliabilitas sebesar 97,53% dengan kategori reliabel. Hasil respons siswa terhadap media permainan sebesar 98,33% (uji *one-to-one*), 96,67 (uji *small group*), dan 98,75% (tahap implementasi) dengan kategori sangat positif. Hasil keterbacaan media permainan memperoleh nilai sebesar 93,33% (uji *one-to-one*), 95,56% (uji *small group*), dan 98,67% (tahap implementasi) dengan kategori sangat baik. Hal ini membuktikan bahwa media permainan *Treasure Hunt* berbasis anime *One Piece* layak digunakan, mendapat respons yang positif, dan keterbacaan media sangat baik.

Kata kunci: Anime *One Piece*, Media, Permainan, *Treasure Hunt*

Moh. Muslim Imam. 2023. Development of One Piece Anime-Based Treasure Hunt Game Media. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University, Madura, Advisor Dr. Aditya Rakhmawan

ABSTRACT

This study aims to determine the appropriateness of the media, student responses, and media readability of the One Piece anime-based Treasure Hunt game media. The learning materials used in the developed game media are the structure and function of roots, stems, leaves, flowers, fruits, and seeds for class VIII SMP/MTs. This research is a type of development research with the ADDIE development model (Analyze, Design, Develop, Implement, and Evaluate). The research sample was all students of class VIII C, SMP Negeri 7 Bangkalan. The results of the media expert validation obtained a validity value of 85.16% in the very valid category and a reliability value of 96.33% in the reliable category. The results of the material expert validation obtained a validity value of 93.3% in the very valid category and a reliability value of 97.53% in the reliable category. The results of student responses to game media were 98.33% (one-to-one test), 96.67 (small group test), and 98.75% (implementation stage) with very positive categories. The legibility results of the game media obtained values of 93.33% (one-to-one test), 95.56% (small group test), and 98.67% (implementation stage) in the very good category. This proves that the game media Treasure Hunt based on the anime One Piece is feasible to use, gets a positive response, and readability of the media is very good.

Keywords: Anime One Piece, Games, Media, Treasure Hunt