

Nor Aida Amalia Putri, 2026. Pengembangan Game Edukasi Galoris-x Pada Materi Perkalian Kelas IV SDN Morombuh 1, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Nova Estu Harsiwi, M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *game edukasi* galoris-x materi perkalian bilangan cacah sampai 100 untuk peserta didik kelas IV SDN Morombuh 1 yang valid, praktis, dan efektif. Penelitian ini menggunakan model penelitian ADDIE (*Analysis, Design, Development, Implementation, & Evaluation*). Kevalidan produk diperoleh dari validator ahli media memperoleh persentase 94% (sangat valid), ahli materi pembelajaran 82,2% (sangat valid), dan ahli desain pembelajaran dan 96% (sangat valid). Kepraktisan media *game edukasi* galoris-x yang dikembangkan dinyatakan praktis dinilai dari hasil angket respon guru menunjukkan persentase 98% dengan kategori sangat praktis, dan angket respon peserta didik menunjukkan persentase sebesar 97,7% dengan kategori sangat praktis. Keefektifan media *game edukasi* galoris-x telah dinyatakan efektif ditinjau hasil observasi aktivitas guru dan peserta didik selama 2 pertemuan, pertemuan 1 aktivitas guru memperoleh 90% (sangat efektif), aktivitas peserta didik 89,5% (sangat efektif). Pertemuan 2 aktivitas guru memperoleh 95% (sangat efektif), aktivitas peserta didik 93% (sangat efektif). Hasil belajar berdasarkan pengujian uji *pared sample t test* memperoleh hasil $0,000 < 0,05$ dan nilai $\text{sig } 15.199 > 2.145$ sehingga H_0 ditolak H_a diterima terdapat perbedaan antara nilai peserta didik kelas IV SDN Morombuh 1 pada materi perkalian sebelum dan sesudah melakukan pembelajaran menggunakan *game edukasi* galoris-x.

Kata kunci: Media Pembelajaran, Game Edukasi, Galoris-x, Perkalian

Nor Aida Amalia Putri, 2026. *Development of Galoris-x Educational Game on Multiplication Material of Grade IV SDN Morombuh 1*, Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University Madura. Supervisor: Nova Estu Harsiwi, M.Pd.

ABSTRACT

This study aims to develop a valid, practical, and effective galoris-x educational game learning media for the multiplication of whole numbers up to 100 for fourth-grade students of SDN Morombuh 1. This study uses the ADDIE (Analysis, Design, Development, Implementation, & Evaluation) research model. The validity of the product was obtained from the media expert validator obtaining a percentage of 94% (very valid), learning material experts 82.2% (very valid), and learning design experts and 96% (very valid). The practicality of the developed galoris-x educational game media was stated to be practical as assessed from the results of the teacher response questionnaire showing a percentage of 98% with a very practical category, and the student response questionnaire showing a percentage of 97.7% with a very practical category. The effectiveness of the galoris-x educational game media has been declared effective reviewed by the results of observations of teacher and student activities during 2 meetings, meeting 1 teacher activity obtained 90% (very effective), student activity 89.5% (very effective). Meeting 2 teacher activity obtained 95% (very effective), student activity 93% (very effective). Learning outcomes based on the paired sample t test obtained a result of 0.000. <0.05 and a sig value of 15.199 > 2.145 so that H_0 was rejected H_a was accepted there was a difference between the scores of class IV students of SDN Morombuh 1 on multiplication material before and after learning using the galoris-x educational game.

Keywords: *Learning Media, Educational Games, Galoris-x, Multiplication*