

Fitri Fatimah 2026. *Pengembangan Media Game Edukatif SIGAP Materi Sejarah Sejarah G30S/PKI Pada Peserta Didik Generasi Alfa Era Gadget Di SDN Keleyan 1 Socah*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunodjoyo Madura.

Pembimbing: Aditya Dyah Puspitasari, S. Pd., M. Pd.

ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, kemenarikan, dan keefektifan media game edukatif SIGAP materi sejarah G30S/PKI pada peserta didik generasi Alfa era *Gadget* di SDN Keleyan 1 Socah. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari 5 tahapan, yaitu *Analysis, Design, Development, Implementation* dan *Evaluation*. Penelitian pengembangan menggunakan teknik pengumpulan data berupa observasi, wawancara, angket, dan tes hasil belajar ranah kognitif peserta didik. Kevalidan media game edukatif SIGAP diperoleh dari validator ahli media sebesar 92,65% dengan kategori sangat valid, ahli materi 95% dengan kategori sangat valid dan ahli desain pembelajaran 70,83% dengan kategori valid. Kemenarikan media game edukatif SIGAP diperoleh dari angket respon peserta didik kelompok besar 97,33% dengan kategori sangat menarik. Kefektifan media game edukatif SIGAP diperoleh dari hasil belajar ranah kognitif peserta didik sebesar 100% dengan kategori tercapai, serta hasil observasi aktivitas guru pada pembelajaran 1 dan 2 sebesar 100% dan 100% dengan kategori sangat efektif, hasil observasi aktivitas peserta didik pada pembelajaran 1 dan 2 sebesar 100% dan 100% dengan kategori sangat efektif. Berdasarkan hasil penelitian maka media game edukatif SIGAP berada pada kategori valid, menarik dan efektif digunakan pada kelas IV SDN Keleyan 1 Socah.

Kata kunci: media, game, edukatif, SIGAP, G30S/PKI.

Fitri Fatimah 2026. *Development of the SIGAP Educational Game Media on the History of the G30S/PKI for Alpha Generation Students in the Gadget Era at SDN Keleyan 1 Socah*. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University Madura.

Supervisor: Aditya Dyah Puspitasari, S. Pd., M. Pd.

ABSTRACT

The purpose of this development research is to determine the validity, attractiveness, and effectiveness of the SIGAP educational game media on the history of the G30S/PKI for Alpha Generation students in the Gadget Era at SDN Keleyan 1 Socah. This development research uses the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques include observation, interviews, questionnaires, and cognitive learning achievement tests. The validity of the SIGAP educational game media was obtained from media expert validators at 92.65%, categorized as very valid, material expert at 95%, and learning design expert at 70.83%, categorized as valid. The attractiveness of the SIGAP educational game media was obtained from the large group student questionnaire responses, 97.33% of which were categorized as very interesting. The effectiveness of the SIGAP educational game media was obtained from students' cognitive learning outcomes at 100%, categorized as achieved, and from observations of teacher activities in lessons 1 and 2 at 100% and 100%, categorized as very effective, and from observations of student activities in lessons 1 and 2 at 100% and 100%, categorized as very effective. Based on the results of the study, the SIGAP educational game media is categorized as valid, interesting, and effective for use in grade IV of SDN Keleyan 1 Socah.

Keywords: media, game, educational, SIGAP, G30S/PKI.