

Alfiana Dyah Ariyanti. 2026. *Pengembangan Game Edukasi Monopoli Digital pada Mata Pelajaran Pendidikan Pancasila Kelas IV UPTD SDN Keleyan 4*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas TrunodjoyoMadura. Pembimbing : Dr. Widya Trio Pangestu, M.Pd.

ABSTRAK

Penelitian ini dilaksanakan untuk menghasilkan media pembelajaran berupa *game* edukasi monopoli digital pada mata pelajaran Pendidikan Pancasila kelas IV UPTD SDN Keleyan 4 yang memenuhi kriteria valid, praktis, dan efektif. Jenis penelitian yang digunakan adalah penelitian dan pengembangan dengan mengacu pada model ADDIE, yang meliputi tahapan *analyze, design, development, implementation, dan evaluation*. Subjek dalam penelitian ini terdiri atas ahli media, ahli materi, ahli desain pembelajaran, ahli bahasa, guru kelas IV, serta peserta didik kelas IV UPTD SDN Keleyan 4. Pengumpulan data dilakukan melalui observasi, wawancara, penyebaran angket, validasi ahli, dan tes hasil belajar. Data yang diperoleh dianalisis melalui uji kevalidan, uji kepraktisan, uji normalitas, uji Wilcoxon, dan perhitungan N-Gain. Hasil penelitian menunjukkan bahwa *game* edukasi monopoli digital yang dikembangkan memperoleh penilaian valid dari para validator ahli. Tingkat kepraktisan media ditunjukkan melalui respon peserta didik sebesar 88,15% dan respons guru sebesar 90%, sehingga media termasuk dalam kategori praktis untuk digunakan dalam proses pembelajaran. Keefektifan media terlihat dari peningkatan rata-rata nilai pretest sebesar 53,16 menjadi 81,05 pada posttest. Hasil uji Wilcoxon menunjukkan nilai signifikansi sebesar $0,000 < 0,05$, sedangkan nilai rata-rata N-Gain sebesar 0,638 berada pada kategori sedang. Berdasarkan hasil tersebut, *game* edukasi monopoli digital dinyatakan valid, praktis, dan efektif untuk mendukung peningkatan hasil belajar peserta didik pada mata pelajaran Pendidikan Pancasila kelas IV.

Kata kunci: *game* edukasi monopoli digital, hasil belajar, Pendidikan Pancasila, penelitian pengembangan

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ABSTRACT

This study was conducted to produce a digital monopoly educational game for fourth-grade Pancasila Education at UPTD SDN Keleyan 4 that meets the criteria of validity, practicality, and effectiveness. The research applied a research and development method using the ADDIE model, which consists of the stages of analyze, design, development, implementation, and evaluation. The subjects involved in this study were media experts, material experts, instructional design experts, language experts, a fourth-grade teacher, and fourth-grade students of UPTD SDN Keleyan 4. Data were collected through observation, interviews, questionnaires, expert validation, and learning achievement tests. The data were analyzed using validity analysis, practicality analysis, normality testing, the Wilcoxon test, and N-Gain calculation. The findings revealed that the developed digital monopoly educational game was categorized as valid based on expert validation results. The practicality of the media was indicated by students' responses of 88,15% and the teacher's response of 90%, showing that the media was practical for classroom implementation. The effectiveness of the media was reflected in the increase in the average pretest score from 53,16 to 81,05 in the posttest. The Wilcoxon test showed a significance value of $0.000 < 0.05$, while the average N-Gain score reached 0.638, which falls into the moderate category. These findings indicate that the digital monopoly educational game is valid, practical, and effective in improving students' learning outcomes in fourth-grade Pancasila Education.

Keywords: digital monopoly educational game, learning outcomes, Pancasila Education, research and development