

## ABSTRAK

**PENGEMBANGAN MEDIA BERBENTUK *GAME* INTERAKTIF  
ULAR TANGGA UNTUK MENINGKATKAN MOTIVASI  
BELAJAR SISWA DALAM PELAJARAN AKUNTANSI KELAS X  
SMK N 1 GODEAN  
TAHUN AJARAN 2016/2017**

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2017

Penelitian ini bertujuan untuk mengembangkan produk media pembelajaran interaktif yang layak digunakan siswa kelas X SMK Bidang Keahlian Bisnis dan Manajemen dalam pembelajaran akuntansi, khususnya pada materi jurnal penyesuaian.

Jenis penelitian ini adalah penelitian dan pengembangan yang menggunakan prosedur pengembangan program pembelajaran menurut Dick & Carey (2003), yaitu: (1) analisis kebutuhan, (2) melakukan analisis pembelajaran, (3) menganalisis siswa dan konteks, (4) merumuskan tujuan, (5) mengembangkan instrumen penelitian, (6) mengembangkan strategi pembelajaran, (7) mengembangkan dan memilih materi pembelajaran, (8) merancang dan melakukan evaluasi formatif, yaitu terdiri dari 3 tahap, yaitu: uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan, (9) revisi produk. Subjek uji coba adalah siswa kelas X SMK N 1 Godean Bidang Keahlian Bisnis dan Manajemen. Data penilaian kualitas media pembelajaran berbentuk game interaktif ular tangga, saran untuk revisi produk dan hasil penilaian motivasi siswa dikumpulkan dengan kuesioner. Data dianalisis dengan statistik deskriptif.

Hasil penelitian menunjukkan bahwa produk media pembelajaran berbentuk game interaktif ular tangga layak digunakan dalam pembelajaran. Hal ini ditunjukkan: (1) hasil penilaian dari ahli materi “baik” dengan rata-rata skor sebesar 4,15; (2) hasil penilaian dari ahli media “sangat baik” dengan rata-rata skor sebesar 4,63; (3) hasil penilaian dari uji coba perorangan “baik” dengan rata-rata skor 4,18; (4) hasil penilaian dari uji coba kelompok kecil “baik” dengan rata-rata skor 3,77; (5) hasil penilaian dari uji coba lapangan “sangat baik” dengan rata-rata skor 4,43; dan (6) hasil penilaian motivasi siswa “tinggi” dengan rata-rata skor 4,08.

ABSTRACT

DEVELOPMENT OF INTERACTIVE MEDIA OF SNAKE LADDER GAME TO  
IMPROVE STUDENTS LEARNING MOTIVATION IN ACCOUNTING LESSON  
FOR THE TENTH GRADE STUDENTS OF SMK N 1 GODEAN 2016-2017

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This research aims to develop the product of interactive learning media which is compatible for the tenth grade students of SMK majoring in bussiness and management expertise in learning accounting, expecially in the stage of the adjus journal entry.

The type of this research is a development research which uses learning program developed by Dick & Carey (2003) which analyses: (1) the need to decide the goals, (2) conducting instructional analysis, (3) analyzing the learners and contexts, (4) formulating objectives, (5) developing assessment of instructional materials, (8) designing and conducting formative evauation of instruction, which consists of three steps: individual trial, small groups trial, and field trial, (9)revisisioning products. The subjects of this research were groups of the tenth students of SMK N 1 Godean manjoring in business and management. Data were quality assessment of learning media interactive game of snake ladder. Suggestions for revisions to the product and the results of the assessment of the student's motivation were collected by questionnaire. Data were analyzed by statisticly descriptive.

The result of this research shows that the learning media products in the form of interactive snake ladder games were compatible in learning. It is shown: (1) the assessment from the material's expert is in a good criterion with the average score is 4,15; (2) the assessment from the media expert is in a very good criterion with the average score is 4,63; (3) the assessment from individual trial is in a good criterion with the average score is 4,18; (4) the assessment from small group trial is in a good criterion with the average score is 3,77; (5) the assessment from field assessment is in a very good criterion with the average score is 4,43; (6) the assessment motivation students is in a high criterion with the average score is 4,08.