

ABSTRAK**PENGEMBANGAN GAME PEMBELAJARAN MATEMATIKA UNTUK
SISWA KELAS V DENGAN MENGGUNAKAN PROGRAM VISUAL
*SCRATCH***

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Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis ICT dalam bentuk *game*, mengetahui langkah-langkah pengembangan, dan mengetahui kelayakan produk pada mata pelajaran matematika untuk siswa kelas V SD Negeri Jomblang 2. Produk *game* dibuat dengan menggunakan program visual *Scratch*.

Penelitian ini termasuk dalam jenis penelitian dan pengembangan (R&D). Penelitian ini dikembangkan dengan menggunakan enam langkah model pengembangan ASSURE, yaitu 1) *analyze learner*, 2) *state objectives*, 3) *select methods, media and material*, 4) *utilize media and material*, 5) *require learner's participation*, 6) *evaluate and review*.

Penelitian ini menghasilkan media pembelajaran matematika berupa *game* berbasis ICT yang mengandung audio, teks, dan gambar. Produk *game* divalidasi oleh ahli matematika, ahli ICT, dan guru kelas V SD Negeri Jomblang 2 dengan rerata skor 3,25 (cukup baik). Hasil validasi menunjukkan produk *game* layak untuk diujicoba pada siswa. Hasil uji coba lapangan pada siswa menunjukkan *game* masuk dalam kategori baik dengan rerata 4,1. Penelitian ini menunjukkan produk *game* mata pelajaran matematika berbasis ICT yang dibuat oleh peneliti layak digunakan dalam proses pembelajaran matematika.

Kata kunci: *game*, ICT, matematika, program visual *Scratch*, ASSURE

ABSTRACT

**DEVELOPING A GAME FOR MATHEMATICS LEARNING FOR THE 5TH
GRADE STUDENTS USING SCRATCH VISUAL PROGRAM**

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This research was aimed to develop ICT basic game for leaning mathematics. It was also aimed to know the step by step of game developing and to know the expediency of the game. The mathematics learning game was developed using Scratch visual program.

This research was kind of research and development which was processed using six steps of ASSURE development model. Six step of ASSURE development model consisted of 1) analyze learner, 2) state objectives, 3) select methods, media and material, 4) utilize media and material, 5) require learner's participation, 6) evaluate and review.

This research produced an ICT basic mathematics learning games which veatured with audio, text, and image. The game was validated by the mathematician, ICT expert, and the teacher of 5th grade student in Jomblang 2 Public Elementary School. The validation score was 3,25 (good enough). Based on the validation score, this game was good enough to be tested on the student. The student trial result showed the mathematics learning game was a good instrument for learning mathematics with score 4,1. This research showed the ICT basic mathematics learning game was a good instrument to be used as learning media in school.

Key words: *game, ICT, mathematics, Scratch visual program, ASSURE*