

ABSTRAK

PENGEMBANGAN MEDIA PERMAINAN MOGA (MONOPOLI KERAGAMAN BUDAYA) BERBASIS MULTIKULTURALISME UNTUK MENUMBUHKAN SIKAP TOLERANSI PADA SISWA KELAS IV SEKOLAH DASAR

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Penelitian ini dilatarbelakangi oleh adanya kebutuhan guru akan media pembelajaran PPKn dan media pembelajaran yang sesuai karakteristik siswa sekolah dasar. Penelitian ini bertujuan untuk: (1) mendeskripsikan prosedur pengembangan media permainan Moga (Monopoli Keragaman Budaya), dan (2) mendeskripsikan kualitas media permainan Moga (Monopoli Keragaman Budaya) berbasis multikulturalisme untuk menumbuhkan sikap toleransi pada siswa kelas IV Sekolah Dasar Kanisius Kotabaru 1.

Jenis penelitian yang digunakan adalah penelitian dan pengembangan (R&D) menurut teori Borg dan Gall (dalam Sugiyono, 2010). Penelitian ini melaksanakan enam dari sepuluh langkah menurut Borg dan Gall, yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) perbaikan desain, dan (6) uji coba produk. Penelitian ini mengembangkan media permainan Moga yang terdiri dari media permainan Moga, buku panduan, modul mini dan video *tutorial*.

Hasil penelitian ini adalah: 1) langkah yang dilakukan yaitu mengidentifikasi potensi dan masalah melalui observasi, wawancara dan angket, melakukan studi pustaka, mendesain produk, mevalidasi desain produk, merevisi produk, dan melakukan uji coba produk terbatas. 2) kualitas media permainan Moga menurut ahli media (3,53/sangat baik), ahli multikultural (3,43/sangat baik), guru umum (3,03/baik), dan guru kelas IV (3,23/baik). Hasil rerata keempat validator media permainan Moga (3,30/sangat baik). Dengan demikian disimpulkan kualitas media permainan Moga layak digunakan dalam pembelajaran PPKn dan sesuai karakteristik siswa untuk menumbuhkan sikap toleransi.

Kata kunci: penelitian dan pengembangan, media pembelajaran, permainan monopoli, toleransi.

ABSTRACT

THE DEVELOPMENT OF MOGA GAME (MONOPOLY OF CULTURAL DIVERSITY) AS MULTICULTURALISM-BASED MEDIA TO GROW TOLERANCE IN 4th GRADERS AT ELEMENTARY SCHOOLS

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This study was conducted because of the teachers' need for learning media of Pancasila and Citizenship Education and learning media that is suitable for elementary level students' characteristics. This study aimed at (1) describing the procedure of developing Moga Game (Monopoly of Cultural Diversity) and (2) describing the quality of Moga Game (Monopoly of Cultural Diversity) as multiculturalism-based media to grow tolerance in elementary school students grade 4 at Sekolah Dasar Kanisius Kotabaru 1.

This study was included as a Research and Development (R&D) based on the theory by Borg and Gall (cited in Sugiyono, 2010). This study conducted six out of ten steps based on Borg dan Gall, namely (1) potential and problem, (2) data collection, (3) product design, (4) design validation, (5) design revision, and (6) product testing/trial. This study developed Moga Game as learning media consisting of Moga Game, guideline book, mini-module, and tutorial videos.

The result of this study was 1) the step that had been conducted was identifying the potential and problem through observation, interview, and questionnaire, conducting a literature review, designing a product, validating the product design, revising the product, and conducting limited scale product trials; 2) the quality of the Moga Game by media experts (3.53/excellent), multicultural experts (3.43/excellent), general teachers (3.03/good), and 4th-grade teachers (3.23/good). The average score from the four validators of the Moga Game was 3.30/excellent. Thus, it can conclude that the Moga Game is qualified to be used in the learning process of Pancasila and Citizenship Education and it is suitable for the students' characteristics to grow tolerance.

Keywords: research and development, learning media, monopoly game, tolerance