

ABSTRAK**PENGEMBANGAN MEDIA PERMAINAN ULAR TANGGA PADA MATERI KALIMAT PETUNJUK UNTUK ANAK AUTISME KELAS I SEKOLAH INKLUSI**

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Penelitian ini dilakukan berdasarkan hasil analisis kebutuhan di sekolah inklusi. Hasil analisis kebutuhan menunjukkan bahwa anak autisme mampu dalam membaca dan menulis tetapi masih mengalami kesulitan dalam memahami pembelajaran materi kalimat petunjuk dan ungkapan kalimat petunjuk. Anak autisme kesulitan untuk memahami makna kata atau kalimat panjang, mengerjakan tugas yang diberikan, serta penggunaan media pembelajaran yang belum berperan dalam proses pembelajaran. Tujuan dari penelitian dan pengembangan ini adalah mengembangkan produk berupa media permainan ular tangga dalam membantu anak autisme memahami materi kalimat petunjuk serta untuk mendeskripsikan kualitas produk yang telah dikembangkan peneliti.

Metode yang digunakan pada pengembangan media permainan ular tangga ini adalah metode *Research and Development* (R&D) yang diungkapkan oleh Borg and Gall dalam Sugiyono (2019) dan dibatasi menjadi enam langkah dari sepuluh langkah, yaitu: (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) perbaikan desain, dan (6) uji coba produk. Subjek penelitian ini adalah anak autisme kelas I di sekolah inklusi, para validator dan narasumber untuk analisis kebutuhan. Instrumen yang digunakan yaitu pedoman wawancara, observasi, dan kuesioner. Teknik analisis data yang digunakan yaitu analisis data kuantitatif dan kualitatif.

Hasil validasi oleh beberapa ahli menunjukkan bahwa produk yang dikembangkan berupa media permainan ular tangga memperoleh skor akhir sebesar 3,49 yang termasuk dalam kriteria sangat baik, modul penggunaan media permainan ular tangga memperoleh skor akhir sebesar 3,8 yang termasuk dalam kriteria sangat baik, serta video tutorial penggunaan media permainan ular tangga memperoleh skor sebesar 3,58 dan termasuk dalam kriteria sangat baik.

Kata kunci: Anak autisme, media permainan ular tangga, bahasa Indonesia, kalimat petunjuk.

ABSTRACT***THE DEVELOPMENT OF SNAKES AND LADDERS GAME ON DIRECTIVE SENTENCE MATERIAL TO CHILDREN WITH AUTISM OF GRADE I IN INCLUSION SCHOOL***

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This research is conducted based on the results of the needs analysis in inclusive schools. The result of the needs analysis indicates that children with autism have the capability of reading and writing provided under the guidance of a teacher. However, they still have difficulties in understanding the material. One of the materials that considered as difficult is related to directive sentences and expressions. Children with autism get difficulties in understanding the meaning of lengthy words and sentences. Besides, they also have difficulties in doing the assigned tasks and using other new learning media which have not yet been used in the learning activity before. The purpose of this research and development is to develop a product in the form of a snakes and ladders game that helps children with autism understand the directive sentence material and describe the quality of the product that has been developed by the researcher.

The method used in developing the snakes and ladders game was the Research and Development Method (R&D) revealed by Borg and Gall (2019) which was limited to six out of ten steps, namely: (1) potential and problems, (2) data collection, (3) product design, (4) design validation, (5) design improvement, and (6) product testing. The subjects of this study were children with autism who were in grade 1 of inclusive schools, validators, and participants for the need analysis. The instruments used were guidelines, observations, and questionnaires. The data analysis techniques used were quantitative and qualitative data analysis.

The results of validation by several experts indicated that the developed product in the form of snakes and ladders game got the final score of 3.49 which was considered as in very good criteria. The module of snakes and ladders game got the final score of 3.8 which was also considered as in very good criteria, whereas the tutorial video on using snakes and ladders game got the final score of 3.58, which was considered as in very good criteria as well

Keywords: *Children with autism, snake and ladder game, Indonesian, directive sentence*