

ABSTRAK**PENGEMBANGAN MEDIA PERMAINAN *TALULING UNTAR* (TANGRAM LUAS KELILING BANGUN DATAR) UNTUK SISWA ADHD KELAS III SD**

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Anak ADHD (*Attention Deficit Hyperactivity Disorder*) merupakan anak yang mengalami gangguan pemusatan perhatian disertai hiperaktif. Anak ADHD membutuhkan suatu penanganan dalam hal kebutuhan belajar. Salah satu upaya yang dapat dilakukan adalah permainan karena merupakan salah satu bentuk terapi yang dapat diterapkan pada anak ADHD. Tujuan penelitian ini adalah mengembangkan permainan *Taluling Untar* (Tangram Luas Keliling Bangun Datar) untuk membantu anak ADHD kelas III SD memahami materi luas dan keliling bangun datar. Produk yang dihasilkan, yaitu media permainan *Taluling Untar*, buku panduan, dan video tutorial penggunaan media.

Jenis penelitian yang digunakan adalah penelitian dan pengembangan (R&D) berdasarkan teori Borg dan Gall (1998). Penelitian ini dilakukan di SD Jogja *Green School* dengan subjek penelitian seorang anak ADHD kelas III. Teknik pengumpulandata yang digunakan peneliti adalah observasi, wawancara dan angket. Langkah penelitian pengembangan yang dilaksanakan peneliti, yaitu (1) mengidentifikasi potensi dan masalah, (2) mengumpulkan data, (3) mendesain produk, (4) validasi desain, (5) merevisi desain, serta (6) menguji coba produk. Penelitian ini berhenti pada langkah kelima, yaitu revisi desain karena adanya pandemi *COVID-19*.

Permainan *Taluling Untar* memiliki kualitas media sangat baik. Kualitas media dapat diketahui dari hasil validasi produk oleh ahli dan guru kelas III SD. Hasil rerata penilaian produk media permainan *Taluling Untar* adalah 3,38, rerata produk buku panduan adalah 3,37, dan rerata produk video tutorial 3,33. Ketiga hasil rerata penilaian produk termasuk dalam kriteria sangat baik. Berdasarkan hasil validasi produk dan revisi desain, media permainan ini dapat digunakan untuk membantu anak ADHD dalam mempelajari keliling dan luas bangun datar.

Kata kunci: anak ADHD, kebutuhan belajar, media permainan, tangram, penelitiandan pengembangan.

ABSTRACT***THE DEVELOPMENT OF TALULING UNTAR GAME MEDIUM
(TANGRAM OF TWO-DIMENSIONAL SHAPES AREA AND PERIMETER)
FOR STUDENTS WITH ADHD IN ELEMENTARY SCHOOL GRADE III***

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Children with ADHD (Attention Deficit Hyperactivity Disorder) are those who have trouble focusing their attention along with hyper-activeness, which make them need certain treatments while studying. One of many ways that could be done to help children with ADHD is by utilizing game as a form of therapy for them. This study aimed to develop a Taluling Untar Game Medium (Tangram Luas Keliling Bangun Datar/Tangram of Two-dimensional Shapes Area and Perimeter) to help student with ADHD in grade three of elementary school understanding the area and perimeter of two-dimensional shapes materials. This study resulted several products, included a game medium called Taluling Untar, a guidebook, and a tutorial video of how to use the media.

This Research and Development (R&D) research was conducted based on the theory proposed by Borg and Gall (1998). Jogja Green School elementary school was selected as the research setting with one grade three student with ADHD as the research subject. The research and development steps consisted of (1) potential and problem analysis, (2) data collection, (3) product design, (4) design validation, (5) design improvement, and (6) product testing. The data collection techniques used by the researcher involved observation, interview, and surveys. Due to the pandemic of COVID-19, this research was conducted up to the fifth stage only which was revising the design.

The product validation results by experts and elementary school teachers of grade three showed that the quality of Taluling Untar game media was categorized as very good. The average result of Taluling Ular media product validation was 3.38, 3.37 for the guidebook, and 3.33 for the tutorial video. Together, the three average results made a very good media quality. In conclusion, based on the result of product validation and design improvement, the media developed could help the student with ADHD understanding the area and perimeter materials.

Keywords: *children with ADHD, study needs, game media, tangram, research and development.*