

ABSTRAK

PENGEMBANGAN KIT MEDIA PERMAINAN PUZZLE PINTAR DAN LABIRIN PION MATERI ORGAN PENCERNAAN MANUSIA UNTUK SISWA KELAS V SD

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Penelitian ini dilatarbelakangi oleh siswa kelas V sekolah dasar yang masih kesulitan dalam memahami materi organ pencernaan manusia dan membutuhkan media konkret yang dapat dipelajari secara menyenangkan. Tujuan penelitian ini adalah untuk mengembangkan media untuk materi organ pencernaan manusia yang disesuaikan dengan karakteristik anak usia sekolah dasar dan untuk mengetahui kualitas produk KIT media permainan puzzle pintar dan labirin pion untuk materi organ pencernaan manusia pada kelas V SD. Penelitian ini termasuk pada jenis metode penelitian dan pengembangan (*R&D*). Terdapat dua guru yang dilibatkan untuk melakukan proses analisis kebutuhan dan sebanyak tiga validator yang terlibat dalam melakukan validasi produk yang telah dikembangkan oleh peneliti. Sebanyak delapan anak kelas V SD yang dilibatkan dalam uji coba media permainan puzzle pintar dan labirin pion.

Hasil penelitian ini menunjukkan bahwa 1) Media permainan puzzle pintar dan labirin pion untuk materi organ pencernaan manusia pada kelas V SD dilengkapi dengan buku panduan serta video tutorial permainan yang dikembangkan berdasarkan dengan langkah-langkah dalam ADDIE, *Analyze, Design, Develop, Implement* dan *Evaluate*. 2) Kualitas media permainan puzzle pintar, labirin pion, buku panduan dan video tutorial permainan berdasarkan dari hasil validasi oleh 1 dosen dan 2 guru kelas V SD dengan skala 1-4 secara keseluruhan mendapatkan hasil “Sangat Baik” dengan skor 3,9 untuk media permainan puzzle pintar dan labirin pion, skor 3,8 untuk buku panduan, skor 3,8 untuk video tutorial permainan. Ketika tahap implementasi, subjek yang terdiri dari 8 siswa mengatakan bahwa media permainan puzzle pintar dan labirin pion meningkatkan pemahaman terhadap materi dan membuat siswa senang ketika menggunakan. Hasil observasi juga menunjukkan bahwa siswa senang dan memiliki minat yang tinggi ketika menggunakan media permainan puzzle pintar dan labirin pion. Uji coba terbatas menunjukkan bahwa hasil evaluasi materi organ pencernaan manusia mengalami peningkatan sebesar 163,4% Dengan demikian disimpulkan bahwa media permainan puzzle pintar dan labirin pion yang dilengkapi dengan buku panduan serta video tutorial permainan memiliki kualitas yang sangat baik.

Kata kunci: Penelitian dan Pengembangan, KIT media, permainan puzzle, permainan labirin, organ pencernaan manusia.

ABSTRACT

DEVELOPMENT OF A MEDIA KIT FOR SMART PUZZLE GAMES AND PAWN MAZE MATERIALS FOR HUMAN DIGESTIVE ORGANS FOR STUDENTS FIFTH GRADE ELEMENTARY SCHOOL

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This research was motivated by fifth grade elementary school students who still have difficulty understanding the material of the human digestive organs and need concrete media that can be learned in a fun way. The purpose of this study was to develop media for human digestive organs adapted to the characteristics of elementary school-aged children and to determine the quality of KIT products for smart puzzle games and pawn maze materials for human digestive organs in fifth grade elementary school. This research belongs to the type of research and development (R&D) method. There are two teachers involved in conducting the needs analysis process and as many as three validators involved in validating the product that has been developed by the researcher. A total of eight fifth grade elementary school students were involved in the trial of the smart puzzle games media and the pawn maze.

The results of this study indicate that, 1) The media for the smart puzzle game and the pawn maze for material on the human digestive organs in fifth grade elementary school is equipped with a guide book and video tutorial game which was developed based on the steps in ADDIE, Analyze, Design, Develop, Implement and Evaluate. 2) The quality of the media for smart puzzle games, pawn mazes, guide books and video tutorials based on the results of validation by 1 lecturer and 2 elementary school fifth grade teachers with a scale of 1-4 overall got "Very Good" results with a score of 3,9 for smart puzzle game media and pawn maze, score 3,8 for guide book, score 3,8 for game tutorial video. During the implementation stage, the subject consisting of 8 students said that the media of the smart puzzle game and the pawn maze increased understanding of the material and made students happy when using it. The results of the observations also showed that students were happy and had high interest when using the media of smart puzzle games and pawn maze. The limited trial showed that the results of the evaluation of the material for the human digestive organs increased by 163,4%. Thus, it was concluded that the smart puzzle game media and the pawn maze equipped with guidebooks and video tutorial games had very good quality.

Keywords: Research and development, KIT media, Puzzle games, maze games, human digestive organs.