

ABSTRAK

**PENGEMBANGAN MEDIA PERMAINAN MONOPOLI BANGUN DATAR
UNTUK MENINGKATKAN *WORKING MEMORY* ANAK USIA 10 TAHUN**

Stefani Indah Savira

Universitas Sanata Dharma

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Penelitian ini dilatarbelakangi karena pentingnya kemampuan *eksekutif function*, terutama kemampuan *working memory* dalam mata pelajaran matematika materi bangun datar dengan kemampuan berpikir, berhitung dan memecahkan masalah dalam soal. Tujuan penelitian ini adalah (1) mendeskripsikan proses pengembangan media permainan monopoli bangun datar untuk meningkatkan *working memory* anak usia 10 tahun. (2) mendeskripsikan kualitas media permainan monopoli bangun datar untuk meningkatkan *working memory* anak usia 10 tahun.

Jenis penelitian yang digunakan adalah penelitian dan pengembangan (R&D). Penelitian pengembangan melaksanakan enam dari sepuluh langkah menurut Borg dan Gall, yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, dan (6) uji coba produk. Teknik pengumpulan data dalam penelitian ini menggunakan wawancara, observasi, dan kuesioner.

Media monopoli bangun datar memiliki kualitas sangat baik. Kualitas diketahui dari hasil validasi produk oleh para validator. Hasil rerata penilaian media monopoli bangun datar adalah 3,57, penilaian ini memiliki kriteria produk yang sangat baik. Selain itu, berdasarkan angket respon siswa setelah uji coba permainan menunjukkan hasil rerata 3,6. Berdasarkan angket respon siswa maka menunjukkan kriteria produk ini sangat baik. Berdasarkan hasil validasi produk serta hasil uji coba produk, menunjukkan bahwa media monopoli bangun datar memiliki kriteria yang sangat baik dan layak digunakan.

Kata Kunci : penelitian dan pengembangan, *working memory*, media permainan, monopoli bangun datar

ABSTRACT

THE DEVELOPMENT OF PLANE SHAPES MONOPOLY PLAY MEDIA TO IMPROVING 10 YEARS OLD CHILDREN'S WORKING MEMORY

Stefani Indah Savira

Sanata Dharma University

2023

The background of this research is the importance of executive function abilities, especially working memory skills in mathematics subject matter building data with the ability to think, count and solve problems in problems. The aims of this study were (1) to describe the process of developing a plane shapes monopoly play media to improving 10 years old children working memory, (2) to describe the quality of plane shapes monopoly play media to improving 10 years old children working memory.

The type of this research is Research and Development (R&D). Research and Development fulfill six of the ten steps according to Borg and Gall, consist of (1) potential and problems, (2) data collection, (3) product design, (4) design validation, (5) design revision, and (6) product trial. Data collection techniques used in this study are interviews, observations, and questionnaires.

Plane shapes monopoly media has very good quality. Quality is known from the results of product validation by the validators. The average result of the plane shapes monopoly media assessment is 3.57, this assessment shows that this product is very good. In addition, based on the student response questionnaire after the game trial, the average result was 3.6. Based on the student response questionnaire, this product is very good. Based on the results of product validation and the results of product trial, it shows that plane shapes monopoly media classified into very good criteria and worth using.

Keywords : *research and development, working memory, play media, plane shapes monopoly.*