

ABSTRAK

**PENGEMBANGAN MEDIA PEMBELAJARAN PENGEMBARAAN
ADIKSIMBA UNTUK MENINGKATKAN KEMAMPUAN *WORKING*
MEMORY SISWA KELAS V SD PADA MATERI *5W+1H***

Narendra Bagas Wardhana
Universitas Sanata Dharma
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Penelitian ini dilatarbelakangi akan pentingnya meningkatkan kemampuan *executive function* pada anak usia sekolah dasar, terutama kemampuan *working memory* yang bertanggung jawab dalam menerima dan menyimpan informasi dalam waktu yang singkat. *Working Memory* memiliki peranan penting dalam menunjang perkembangan aspek kognitif yang dimiliki oleh anak. Penelitian ini bertujuan dalam (1) menarasikan rangkaian proses pengembangan media pembelajaran pengembaraan *ADIKSIMBA* untuk meningkatkan kemampuan *working memory* siswa kelas V SD pada materi *5W+1H*. (2) menarasikan kualitas media pembelajaran pengembaraan *ADIKSIMBA* untuk meningkatkan kemampuan *working memory* siswa kelas V SD pada materi *5W+1H*.

Jenis penelitian yang diterapkan yakni penelitian dan pengembangan (*R&D*). Penelitian dan pengembangan mengaplikasikan enam dari sepuluh tahap menurut Borg and Gall, meliputi (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, (6) uji coba produk. Teknik pengumpulan data dalam penelitian ini melalui rangkaian kegiatan wawancara, observasi, dan kuesioner.

Media Pembelajaran Pengembaraan *ADIKSIMBA* memiliki kualitas sangat baik. Kualitas media ini diketahui dari hasil validasi produk yang dilakukan oleh para validator. Hasil rerata penilaian media pembelajaran Pengembaraan *ADIKSIMBA* yang diperoleh yakni 3,75, adapun hasil angket respon siswa setelah pelaksanaan uji coba media pembelajaran dengan hasil rerata 3,98 keduanya masuk dalam rentang $3,26 \leq x \leq 4,00$ dengan kriteria sangat baik. Berdasarkan hasil validasi serta uji coba produk, menunjukkan bahwa media pembelajaran pengembaraan *ADIKSIMBA* memiliki kriteria sangat baik dan layak digunakan.

Kata Kunci : penelitian dan pengembangan, *working memory*, media pembelajaran, pengembaraan *ADIKSIMBA*.

ABSTRACT

**DEVELOPMENT OF ADIKSIMBA ODYSSEY LEARNING MEDIA TO
IMPROVE THE WORKING MEMORY SKILLS OF GRADE V
ELEMENTARY SCHOOL STUDENTS IN 5W+1H MATERIAL**

Narendra Bagas Wardhana

Sanata Dharma University

2023

This research is motivated by the importance of improving executive function skills in elementary school age children, especially the ability to work memory that responsible for receiving and storing information in a short time. Working Memory has an important role in supporting the development of cognitive aspects possessed by children. This research aims in (1) narrating a series of ADIKSIMBA odyssey learning media development processes to improve the working memory skills of grade V elementary school students in 5W+1H material. (2) narrating the quality of ADIKSIMBA odyssey learning media to improve the working memory skills of grade V elementary school students in 5W+1H material.

The type of research applied is research and development (R&D). Research and development applies six out of ten stages according to Borg and Gall, including (1) potential and problems, (2) data collection, (3) product design, (4) design validation, (5) design revision, (6) product trials. Data collection techniques in this research through a series of interview, observation, and questionnaire activities.

ADIKSIMBA Odyssey Learning Media has very good quality. The quality of this media is known from the results of product validation carried out by validators. The results of the average assessment of the ADIKSIMBA Wanderings learning media obtained are 3.75, as for the results of the student response questionnaire after the implementation of the learning media trial with an average result of 3.98 both of which are included in the range of 3,26 4.00 with very good criteria. Based on the results of validation and product trials, it shows that the ADIKSIMBA odyssey learning media has very good criteria and is worth to using.

Keywords: *research and development, working memory, learning media, odyssey of ADIKSIMBA.*