

ABSTRAK

PENGEMBANGAN MEDIA PERMAINAN ULAR TANGGA PETUALANGAN KELLY DAN LUNA UNTUK MENINGKATKAN *WORKING MEMORY* ANAK USIA 10 TAHUN

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Penelitian ini dilatarbelakangi karena pentingnya kemampuan *executive function*, terutama kemampuan *working memory* yang sangat diperlukan oleh anak agar dapat menyimpan informasi, berpikir, dan menyelesaikan masalah. Tujuan penelitian ini adalah (1) mendeskripsikan proses pengembangan media permainan ular tangga Petualangan Kelly dan Luna untuk meningkatkan *working memory* anak usia 10 tahun, (2) mendeskripsikan kualitas media permainan ular tangga Petualangan Kelly dan Luna 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 and 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 ular tangga Petualangan Kelly dan Luna memiliki kualitas sangat baik. Kualitas tersebut diketahui dari hasil validasi produk oleh para validator. Hasil rerata penilaian media ular tangga Petualangan Kelly dan Luna adalah 3,5. Penilaian ini masuk dalam kriteria produk sangat baik. Berdasarkan hasil validasi tersebut menunjukkan bahwa media ular tangga Petualangan Kelly dan Luna memiliki kriteria yang sangat baik dan layak digunakan.

Kata kunci: penelitian dan pengembangan, *working memory*, media permainan, ular tangga Petualangan Kelly dan Luna

ABSTRACT

***DEVELOPMENT OF SNAKES AND LADDERS GAME MEDIA THE
ADVENTURE OF KELLY AND LUNA TO IMPROVE WORKING MEMORY
OF 10 YEAR OLD CHILDREN***

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This research is motivated by the importance of executive function abilities, especially working memory abilities which are needed by children in order to store information, think, and solve problems. The objectives of this study are (1) to describe the process of developing the adventure of Kelly and Luna snake and ladders to improve the working memory of children aged 10 years, (2) to describe the quality of the adventure of Kelly and Luna snake and ladders to improve the working memory of children aged 10 years.

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

The adventure of Kelly and Luna snake and ladders has very good quality. The quality is known from the results of product validation by the validators. The average result the adventure of Kelly and Luna snakes and ladders media assessment is 3,5. This assessment is included in the criteria of a very good product. Based on the validation results, it shows that the the adventure of Kelly and Luna snakes and ladders media has very good criteria and is suitable for use.

Key words: *research and development, working memory, game media, the adventure of Kelly and Luna snake and ladders*