

ABSTRAK

PENGEMBANGAN MEDIA PERMAINAN ULAR TANGGA FPB DAN KPK UNTUK MENINGKATKAN *WORKING MEMORY* ANAK KELAS IV SD

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Penelitian ini dilatarbelakangi karena pentingnya kemampuan *eksekutif function*, terutama kemampuan *working memory* yang sangat diperlukan oleh anak-anak agar mampu menghadapi tantangan baru, mengontrol diri dari berbagai godaan, serta mampu menggunakan nalar dalam memecahkan suatu masalah. Tujuan penelitian ini adalah (1) mendeskripsikan proses pengembangan media permainan ular tangga FPB dan KPK untuk meningkatkan *working memory* anak kelas IV SD. (2) mendeskripsikan kualitas media permainan ular tangga FPB dan KPK untuk meningkatkan *working memory* anak kelas IV SD.

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 ular tangga FPB dan KPK memiliki kualitas sangat baik. Kualitas diketahui dari hasil validasi produk oleh para validator. Hasil rerata penilaian media ular tangga FPB dan KPK adalah 3,6, 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, ular tangga FPB dan KPK

ABSTRACT

DEVELOPMENT OF SNAKES AND LADDERS GAME MEDIA FPB AND KPK TO IMPROVE WORKING MEMORY OF GRADE IV ELEMENTARY SCHOOL CHILDREN

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This research is motivated by the importance of executive function skills, especially working memory skills which are needed by children to be able to face new challenges, control themselves from various temptations, and be able to use reasoning in solving a problem. The objectives of this study are (1) to describe the process of developing snakes and ladders FPB and KPK game media to improve working memory of grade IV elementary school children. (2) to describe the quality of snakes and ladders game media to improve working memory of fourth grade students.

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.

FPB and KPK snakes and ladders media have very good quality. The quality is known from the results of product validation by the validators. The average result of the assessment of the FPB and KPK snakes and ladders media is 3.6, this assessment has very good product criteria. In addition, based on the student response questionnaire after the game trial showed an average result of 3.6. Based on the student response questionnaire, it shows that the criteria for this product are very good. Based on the results of product validation and the results of product trials, it shows that the flat building monopoly media has very good criteria and is suitable for use.

Keywords: *research and development, working memory, game media, snakes and ladders FPB and KPK*