ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN LUMI (LUDO KIMIA) UNTUK PEMBELAJARAN GAYA ANTARMOLEKUL KELAS X DI SMA NEGERI 2 NGAGLIK YOGYAKARTA

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Persoalan yang dihadapi dalam pembelajaran kimia SMA Negeri 2 Ngaglik adalah hasil belajar yang kurang dari peserta didik. Hasil belajar yang kurang pada saat pembahasan materi gaya antarmolekul karena keterbatasan dalam penggunaan media sehingga dibutuhkan media pembelajaran. Salah satu alternatif yang dapat meningkatkan hasil belajar yang signifikan peserta didik yaitu dengan metode permainan LUMI (Ludo Kimia) untuk meningkatkan hasil belajar peserta didik. Instrumen yang digunakan dalam penelitian ini adalah lembar wawancara, lembar validasi produk dan instrumen penelitian, soal *pretest* dan *posttest*, lembar observasi, serta lembar kuesioner. Tujuan dalam penelitian untuk: (1) mengukur kualitas produk yang ditinjau dari validitas dan respon peserta didik; (2) mengukur efektivitas media pembelajaran LUMI (Ludo Kimia) yang ditinjau dari hasil belajar peserta didik. Jenis penelitian yang digunakan adalah *Research and Development* dengan model ADDIE. Hasil penelitan ini menunjukkan: (1) telah berhasil dikembangkan media pembelajaran LUMI (Ludo Kimia) dengan tingkat validitas 87,86% yang memenuhi kategori cukup valid dan tingkat kepraktisan produk sebesar 87,93% dikategorikan produk sangat praktis digunakan dalam pembelajaran; (2) Berdasarkan uji *N-Gain*, didapatkan nilai gain sebesar 0,56 tergolong sedang menunjukkan adanya perbedaan antara nilai *pretest* dan *posttest.* Produk media pembelajaran tergolong efektif digunakan dalam pembelajaran.

Kata kunci: Media pembelajaran, LUMI, hasil belajar, gaya antarmolekul

ABSTRACT

DEVELOPMENT OF LUMI (LUDO KIMIA) LEARNING MEDIA FOR THE STUDY OF INTERMOLECULAR FORCES CLASS X AT SMA NEGERI 2 NGAGLIK YOGYAKARTA

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This chapter presents a summary of the findings and the conclusion from the problem that happened at SMA NEGERI 2 NGAGLIK. The main case is the lack to learn chemistry that have been affected into the final score of learning, especially when the topic talk about Intermolecular forces, it happens because in this chapter the student limitation media for study. One of the most interesting methods for this situation is play-based learning. Through this research, the researcher used LUMI as a tool to raise the final score of learning this subject. The instruments that have been used for this research such as interview sheet, validation sheet, the LUMI product, pre-test and post-test inquiry, observation sheet, and questionnaire sheet. The two aims of this research are to measure the quality of the product that could be reviewed from the validation and feedback from the students. The second one is to measure the effectiveness of LUMI as a tool in learning process through the final score from pre-test and post-test and from the students in the class. The research approach that used is Research and Development with the ADDIE model. The result from this research showed that: (1) The level of success had been affected by LUMI with 87.86% it fulfil the level of success and the convenient product level gained until 87.93% this percentage passed and showed how effective this product for the learning tool in the class; (2) Based on N-Gain test, the score of the test gained 0.57, by the classification the number of the test showed that there were big differences between pre-test and post-test score. In conclusion, the product LUMI could be used in learning.

Keyword: *Media learning, LUMI (Ludo Kimia board game), final score, intermolecular forces.*