

ABSTRAK

Prastiwi, Oliviera Nawang. 2026. Pengembangan Media Pembelajaran Permainan Ular Tangga untuk Meningkatkan Keterampilan Berbicara Siswa Homeschooling HSPG Yogyakarta. Skripsi. Yogyakarta: Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Pembelajaran di Homeschooling HSPG Yogyakarta masih didominasi dengan pemanfaatan media pembelajaran yang umum dan digunakan secara berulang. Di sisi lain, keterampilan berbicara siswa perlu untuk ditingkatkan. Berdasarkan hal tersebut, penelitian ini bertujuan untuk mengembangkan media pembelajaran permainan ular tangga untuk meningkatkan keterampilan berbicara bagi siswa serta memaparkan kelayakan media yang dikembangkan. Penelitian ini merupakan penelitian dan pengembangan (Research and Development). Model penelitian yang dipilih ialah model ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Siswa kelas VII Homeschooling HSPG Yogyakarta merupakan subjek dalam penelitian ini. Data dalam penelitian diperoleh dari hasil wawancara, validasi para ahli, respons siswa dan penilaian keterampilan berbicara, data kemudian dianalisis dengan teknik analisis kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa media pembelajaran permainan ular tangga berhasil dikembangkan sesuai dengan tahapan model ADDIE. Media yang dikembangkan memuat enam komponen penting meliputi papan permainan ular tangga, kartu pengetahuan, kartu tantangan, aturan permainan, pion, dan dadu. Media yang dikembangkan berlandaskan prinsip dan pengalaman pembelajaran mendalam serta materi unsur intrinsik puisi. Berdasarkan hasil validasi ahli materi memperoleh skor 3,55 (sangat baik) serta validasi terhadap butir soal memperoleh persentase 93,75% (sangat baik), validasi ahli media memperoleh skor sebesar 3,96 (sangat baik), hasil respons siswa memperoleh rata-rata sebesar 2,94 (baik). Selain itu, media dapat meningkatkan keterampilan berbicara sebesar 84,64% dengan kategori sangat baik dan aspek yang mengalami peningkatan paling menonjol meliputi pemahaman dan kemampuan merespons, kelancaran dan kejelasan pengucapan, serta partisipasi dalam pembelajaran. Dengan demikian, media pembelajaran permainan ular tangga pada materi unsur intrinsik puisi dinyatakan layak digunakan dalam pembelajaran Bahasa Indonesia.

Kata kunci: media pembelajaran, permainan ular tangga, materi unsur intrinsik teks puisi, penelitian dan pengembangan model ADDIE.

ABSTRACT

Prastiwi, Oliviera Nawang. 2026. Development of Snake and Ladder Game Learning Media to Improve the Speaking Skills of Homeschooling Students of HSPG Yogyakarta. Thesis. Yogyakarta: Indonesian Language and Literature Education, Faculty of Teacher Training and Education, Sanata Dharma University.

Learning at Homeschooling HSPG Yogyakarta is still dominated by the use of common learning media and is used repeatedly. On the other hand, students' speaking skills need to be improved. Based on this, this study aims to develop snake and ladder game learning media to improve speaking skills for students and explain the feasibility of the developed media. This research is research and development. The research model chosen is the ADDIE model which includes the Analysis, Design, Development, Implementation, and Evaluation stages. Grade VII Homeschooling HSPG Yogyakarta students are the subjects in this study. Data in the study was obtained from the results of interviews, validation of experts, student responses and assessment of speaking skills, the data was then analyzed by quantitative and qualitative analysis techniques.

The results of the study show that the learning media for snake and ladder games has been successfully developed according to the stages of the ADDIE model. The media developed contains six important components including snake and ladder game board, knowledge cards, challenge cards, game rules, pawns, and dice. The media developed is based on the principles and experiences of deep learning as well as the material of the intrinsic elements of poetry. Based on the results of the validation of the material experts obtained a score of 3.55 (very good) and the validation of the question items obtained a percentage of 93.75% (very good), the validation of the media experts obtained a score of 3.96 (very good), and the results of student responses obtained an average of 2.94 (good). In addition, the media was able to improve speaking skills by 84.64% with the category of excellent and the most prominent aspects of improvement included comprehension and responsiveness, fluency and clarity of pronunciation, and participation in learning. Thus, the learning media for the snake and ladder game on the material of the intrinsic elements of poetry is declared suitable for use in learning the Indonesian language.

Keywords: *learning media, snake and ladder game, intrinsic element material of poetry texts, research and development of ADDIE model.*