

ABSTRAK

PENGEMBANGAN MEDIA *GIM* EDUKATIF BERBASIS *WORDWALL* MATERI SISTEM PENCERNAAN MANUSIA UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK KELAS V SEKOLAH DASAR

Fabiana Nggima

Universitas Sanata Dharma

2026

Pemanfaatan teknologi digital dalam pendidikan memberikan dampak yang signifikan, khususnya dalam memperluas akses pembelajaran serta meningkatkan mutu pendidikan. Namun realitasnya pada pembelajaran yang sifatnya abstrak khusus materi sistem pencernaan manusia kelas V masih didominasi metode ceramah, LKS, serta video YouTube yang sifatnya searah, sehingga hasil belajar secara kolektif belum mencapai target yang diharapkan. Penelitian ini bertujuan untuk mengembangkan media *gim* edukatif berbasis *Wordwall* materi sistem pencernaan manusia yang berkualitas dan efektif dalam meningkatkan hasil belajar peserta didik kelas V Sekolah Dasar.

Penelitian ini menggunakan metode R&D, dengan model ADDIE. Proses pengembangan media *Wordwall* dilakukan dengan 5 tahapan ADDIE yaitu (1) *Analyze*, melakukan wawancara dengan guru kelas V dan kuesioner dengan peserta didik kelas V. (2) *Design*, menyusun *storyboard*, sketsa dan pemilihan templat. (3) *Development*, pengembangan dan validasi produk *Wordwall* oleh 3 validator: dosen ahli media, dua guru kelas V SD. (4) *Impelement*, melakukan uji coba produk kepada 26 peserta didik di SD Negeri Depok 1. (5) *Evaluate*, mengevaluasi hasil tes *pretest* dan *posttest*.

Validasi produk memperoleh skor 3,57 kategori sangat baik dan layak diuji coba setelah revisi. Hasil *pretest* dan *posttest* menunjukkan ada peningkatan hasil belajar secara klasikal dari 69,23% menjadi 84,61%, yang berarti terdapat peningkatan relatif sebesar 22,21%. Sehingga dapat disimpulkan bahwa media *gim* edukatif *Wordwall* materi sistem pencernaan manusia berdampak dalam meningkatkan hasil belajar peserta didik kelas V Sekolah Dasar dan layak untuk digunakan dalam pembelajaran.

Kata Kunci: *Wordwall*, Sistem Pencernaan Manusia, Hasil Belajar

ABSTRACT

***DEVELOPMENT OF AN EDUCATIONAL GIM-BASED MEDIA USING WORDWALL
ON THE HUMAN DIGESTIVE SYSTEM TO IMPROVE LEARNING OUTCOMES FOR
FIFTH-GRADE ELEMENTARY SCHOOL STUDENTS***

Fabiana Nggima

Sanata Dharma University

2026

The use of digital technology in education has a significant impact, particularly in expanding access to learning and improving the quality of education. However, in reality, abstract learning—specifically regarding the human digestive system for fifth-grade students—is still dominated by lectures, worksheets, and one-way YouTube videos, so collective learning outcomes have not yet reached the expected targets. This study aims to develop a high-quality, Wordwall-based educational game on the human digestive system that is effective in improving the learning outcomes of fifth-grade elementary school students.

This study used the R&D method, following the ADDIE model. The development process for the Wordwall media was carried out through the five stages of ADDIE, namely: (1) Analyze—conducting interviews with fifth-grade teachers and administering questionnaires to fifth-grade students; (2) Design—creating storyboards, sketches, and selecting templates; (3) Development: developing and validating the Wordwall product with three validators: a media expert and two fifth-grade elementary school teachers. (4) Implementation: pilot-testing the product with 26 students at Depok 1 Public Elementary School. (5) Evaluation: evaluating the results of the pretest and posttest.

The product validation scored 3.57, falling into the “very good” category and deemed suitable for pilot testing after revisions. The pretest and posttest results showed a classical improvement in learning outcomes from 69.23% to 84.61%, representing a relative increase of 22.21%. It can therefore be concluded that the Wordwall educational gim on the human digestive system is effective in improving the learning outcomes of fifth-grade elementary school students and is suitable for use in the classroom.

Keywords: *Wordwall, Human Digestive System, Learning Outcomes*