

## ABSTRAK

Rafika Andan Sari, 2024. *Pengembangan Media Pembelajaran Ular Tangga Berbasis Digital Pada Mata Pelajaran Bahasa Indonesia Kelas IV SD*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun Pembimbing (I) Dr. Cerianing Putri Pratiwi, M.Pd., (II) Vivi Rulviana, M.Pd.,

Tujuan dari penelitian ini yaitu untuk mengetahui kondisi dan kebutuhan media pembelajaran pada mata pelajaran Bahasa Indonesia kelas IV SD dan untuk mengetahui pengembangan media pembelajaran ular tangga berbasis digital pada mata pelajaran Bahasa Indonesia kelas IV SD. Metode penelitian yang digunakan yaitu Research and Development (R&D). Sampel pada penelitian ini yaitu 16 siswa kelas IV. Teknik pengumpulan data pada penelitian ini yaitu observasi, wawancara, angket dan dokumentasi. Hasil penelitian ini menunjukkan: 1) Kondisi dan kebutuhan media pembelajaran pada mata pelajaran Bahasa Indonesia kelas IV SD yaitu guru hanya memakai LCD, media visual dan media konkrit dalam proses pembelajaran sehingga membuat siswa bosan dan terkadang kebingungan memahami materi. Maka dibutuhkan pengembangan media pembelajaran. 2) Pengembangan media pembelajaran ular tangga berbasis digital ini memakai model pengembangan ADDIE. Hasil validasi ahli media yaitu 76,25% termasuk kategori layak dan ahli materi yaitu 81,33% termasuk kategori sangat layak. Hasil validasi gabungan dari ahli media dan ahli materi yaitu 78,79% termasuk kategori layak. Hasil angket respon terhadap media pembelajaran ular tangga berbasis digital oleh respon guru yaitu 90,5% termasuk kategori sangat layak dan respon siswa yaitu 92,50% termasuk kategori sangat layak.

Kata Kunci: Media Pembelajaran, Ular Tangga Berbasis Digital, Bahasa Indonesia.

## ABSTRACT

Rafika Andan Sari, 2024. *Development of Digital-Based Snakes and Ladders Learning Media in Indonesian Language Subjects for Class IV Elementary School*. Thesis. Primary School Teacher Education Study Program, FKIP, Universitas PGRI Madiun, Supervisor (I) Dr. Cerianing Putri Pratiwi, M.Pd., (II) Vivi Rulviana, M.Pd.,

Key Terms: Learning Media, Digital Based Snakes and Ladders, Indonesian.

The purpose of this research is to determine the conditions and needs for learning media in Indonesian language subjects for class IV elementary school and to determine the development of digital-based learning media for snakes and ladders in Indonesian language subjects for class IV elementary school. The research method used is Research and Development (R&D). The sample in this study was 16 class IV students. Data collection techniques in this research are observation, interviews, questionnaires and documentation. The results of this research show: 1) The condition and need for learning media in Indonesian language subjects in class IV elementary school, namely that teachers only use LCDs, visual media and concrete media in the learning process, making students bored and sometimes confused about understanding the material. So it is necessary to develop learning media. 2) The development of digital-based snakes and ladders learning media uses the ADDIE development model. The validation results from media experts, namely 76.25%, are in the feasible category and material experts, namely 81.33%, are in the very appropriate category. The combined validation results from media experts and material experts were 78.79%, including the appropriate category. The results of the response questionnaire to digital-based snakes and ladders learning media by teacher responses were 90.5%, including the very appropriate category and student responses, namely 92.50%, were included in the very appropriate category.