

ABSTRAK

Eni Kusriani. 2025. *Implementasi Pembelajaran Berbasis Game Untuk Mengembangkan Kosakata Bahasa Indonesia Siswa Kelas IV SD Negeri 2 Gembleb Kecamatan Pogalan Kabupaten Trenggalek*. Tesis. Program Studi Magister Pendidikan Bahasa dan Sastra Indonesia. Sekolah Pascasarjana Universitas PGRI Madiun (UNIPMA). Pembimbing I: Dr. Supri Wahyudi Utomo, M.Pd., Pembimbing II: Dr. Dwi Rohman Soleh, SS, M.Pd

Kata kunci: pembelajaran berbasis game, kosakata, Bahasa Indonesia, sekolah dasar.

Penelitian ini bertujuan untuk mendeskripsikan proses implementasi pembelajaran berbasis game, mengetahui efektivitas pembelajaran berbasis game dalam meningkatkan penguasaan kosakata Bahasa Indonesia, serta mengidentifikasi faktor pendukung dan penghambat penerapan metode tersebut pada siswa kelas IV SD Negeri 2 Gembleb Kecamatan Pogalan Kabupaten Trenggalek. Penelitian ini menggunakan pendekatan deskriptif kualitatif dengan dukungan data kuantitatif. Subjek penelitian adalah siswa kelas IV SD Negeri 2 Gembleb. Teknik pengumpulan data meliputi observasi, tes penguasaan kosakata, wawancara, dan dokumentasi.

Hasil penelitian menunjukkan bahwa implementasi pembelajaran berbasis game dilaksanakan melalui tahap perencanaan, pelaksanaan, dan evaluasi pembelajaran secara sistematis. Pembelajaran berbasis game mampu menciptakan suasana belajar yang aktif, menyenangkan, dan interaktif. Efektivitas metode ini ditunjukkan oleh peningkatan penguasaan kosakata siswa, baik dari segi pemahaman makna kata maupun kemampuan menggunakan kosakata dalam kalimat. Selain itu, pembelajaran berbasis game juga meningkatkan motivasi dan keaktifan siswa dalam pembelajaran Bahasa Indonesia. Faktor pendukung implementasi meliputi antusiasme siswa, kreativitas guru, dan lingkungan belajar yang kondusif, sedangkan faktor penghambat meliputi keterbatasan waktu, perbedaan kemampuan siswa, serta keterbatasan sarana dan prasarana.

Berdasarkan hasil penelitian tersebut, dapat disimpulkan bahwa pembelajaran berbasis game efektif digunakan sebagai alternatif metode pembelajaran Bahasa Indonesia untuk meningkatkan penguasaan kosakata siswa sekolah dasar.

ABSTRACT

Eni Kusriani. 2025. *Implementation of Game-Based Learning to Develop Indonesian Vocabulary of Fourth Grade Students of SD Negeri 2 Gembleb, Pogalan District, Trenggalek Regency.* Thesis. Master of Indonesian Language and Literature Education Study Program. PGRI Postgraduate School, University of Madiun (UNIPMA). Supervisor I: Dr. Supri Wahyudi Utomo, M.Pd., Supervisor II: Dr. Dwi Rohman Soleh, SS, M.Pd.

Keywords: game-based learning, vocabulary mastery, Indonesian language, elementary school.

This study aims to describe the implementation process of game-based learning, determine its effectiveness in improving Indonesian vocabulary mastery, and identify supporting and inhibiting factors in its application to fourth-grade students of SD Negeri 2 Gembleb, Pogalan District, Trenggalek Regency. This research employed a qualitative descriptive approach supported by quantitative data. The research subjects were fourth-grade students of SD Negeri 2 Gembleb. Data were collected through observation, vocabulary mastery tests, interviews, and documentation.

The results showed that the implementation of game-based learning was conducted through systematic planning, implementation, and evaluation stages. Game-based learning created an active, enjoyable, and interactive learning atmosphere. The effectiveness of this method was indicated by an improvement in students' vocabulary mastery, including their understanding of word meanings and their ability to use vocabulary appropriately in sentences. In addition, game-based learning increased students' motivation and participation in Indonesian language learning. Supporting factors included students' enthusiasm, teacher creativity, and a conducive learning environment, while inhibiting factors included limited instructional time, differences in students' abilities, and limited facilities.

Based on these findings, it can be concluded that game-based learning is an effective alternative method for improving Indonesian vocabulary mastery among elementary school students.