

ABSTRAK

Dewi Yolla Widyastuti. 2026. *Pengembangan E-LKPD Berbasis Gamifikasi Untuk Menumbuhkan Kemamouan Literasi Bahasa Indonesia siswa Kelas V Sekolah Dasar.* Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Cerianing Putri Pratiwi, M.Pd. dan Pembimbing (II) Apri Kartikasari, M.Pd.

Perkembangan teknologi dalam pendidikan mendorong inovasi media pembelajaran yang interaktif untuk meningkatkan kemampuan literasi siswa. Penelitian ini bertujuan mengembangkan e-LKPD digital berbasis gamifikasi berbantuan Blooket pada materi fiksi dan nonfiksi untuk menumbuhkan kemampuan membaca siswa kelas V sekolah dasar serta mengetahui kelayakan media yang dikembangkan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model ADDIE yang terdiri atas *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penilaian adalah siswa kelas V SD Bulu Magetan. Teknik pengumpulan data melalui observasi, wawancara, validasi ahli, serta angket respon guru dan siswa. Hasil penelitian menunjukkan bahwa e-LKPD digital memperoleh validasi ahli media sebesar 96% dengan kategori sangat layak, validasi ahli materi dan bahasa sebesar 78% dengan kategori layak, respon guru sebesar 93% dengan kategori sangat layak, dan respon siswa sebesar 90,1% dengan kategori sangat menarik. Berdasarkan hasil tersebut, e-LKPD digital berbasis gamifikasi berbantuan Blooket layak digunakan sebagai media pembelajaran Bahasa Indonesia untuk mendukung peningkatan kemampuan membaca siswa sekolah dasar.

Kata Kunci: e-LKPD digital, gamifikasi, Blooket, fiksi dan nonfiksi, kemampuan membaca, sekolah dasar.

ABSTRACT

Dewi Yolla Widyastuti. 2026. *Development of Gamification-Based E-Student Worksheets (E-LKPD) to Foster Indonesian Language Literacy Skills among Grade V Elementary School Students*. Undergraduate Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervised by Dr. Cerianing Putri Pratiwi, M.Pd. and Apri Kartikasari, M.Pd.

Technological advancements in education are driving innovation in interactive learning media aimed at enhancing students' literacy skills. This study aims to develop a gamified digital student worksheet (e-LKPD) utilizing Blooket—focused on fiction and non-fiction content—to foster reading skills among fifth-grade elementary school students and to assess the media's feasibility. The study employs the Research and Development (R&D) method using the ADDIE model, which comprises Analysis, Design, Development, Implementation, and Evaluation phases. The subjects of the assessment were fifth-grade students at SD Bulu Magetan. Data collection techniques included observation, interviews, expert validation, and questionnaires gauging teacher and student responses. The results indicate that the digital e-LKPD achieved a media expert validation score of 96% (highly feasible), a content and language expert validation score of 78% (feasible), a teacher response score of 93% (highly feasible), and a student response score of 90.1% (highly engaging). Based on these findings, the gamified digital e-LKPD utilizing Blooket is deemed suitable for use as an Indonesian language learning medium to support the improvement of reading skills among elementary school students.

Keywords: digital e-LKPD, gamification, Blooket, fiction and non-fiction, reading skills, elementary school.