

ABSTRAK

Sylir Cahyaning Sukma. 2026. *Pengembangan Media Gogim (Google Sites & Gimkit) dengan Metode Drill untuk Kemampuan Membaca Siswa Kelas 2 Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Nur Samsiyah, S.Pd.SD.,M.Pd., (II) Apri Kartikasari H.S., M.Pd.

Penelitian ini bertujuan mengembangkan media pembelajaran berbasis *website Gogim* berbasis metode Drill, mengetahui kelayakan media, serta mengetahui respons guru dan peserta didik terhadap media yang dikembangkan. Penelitian menggunakan metode *Research and Development (R&D)* dengan model ADDIE yang meliputi tahap *Analyze, Design, Development, Implementation*, dan *Evaluation*. Subjek penelitian terdiri atas 18 peserta didik kelas 2 SDN Ngadirejo 02. Data dikumpulkan melalui observasi, wawancara, angket, dan dokumentasi, kemudian dianalisis menggunakan analisis deskriptif persentase. Hasil penelitian menunjukkan bahwa media memperoleh persentase validasi sebesar 92,85% dari ahli media dan 94,11% dari ahli materi dan bahasa dengan kategori sangat layak. Respons guru sebesar 95,00% dan respons peserta didik sebesar 95,18% termasuk kategori sangat baik, sedangkan hasil evaluasi pembelajaran mencapai 90%. Dengan demikian, media *Gogim* berbasis metode Drill layak digunakan sebagai alternatif media pembelajaran Bahasa Indonesia untuk mendukung peningkatan minat belajar siswa sekolah dasar.

Kata kunci: *Google Sites*, Gimkit, Metode Drill, Kemampuan Membaca.

ABSTRACT

Sylir Cahyaning Sukma. 2026. *Development of Gogim Media (Google Sites & Gimkit) Using the Drill Method to Improve the Reading Skills of Second-Grade Elementary School Students*. Thesis. Elementary School Teacher Education Program, FKIP, Universitas PGRI Madiun. Advisors: (I) Dr. Nur Samsiyah, S.Pd.SD., M.Pd., (II) Apri Kartikasari H.S., M.Pd.

This study aims to develop a Gogim website-based learning medium using the Drill method, to determine the feasibility of the medium, and to assess the responses of teachers and students to the developed medium. The study employed the Research and Development (R&D) method using the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The research subjects consisted of 18 second-grade students at SDN Ngadirejo 02. Data were collected through observation, interviews, questionnaires, and documentation, then analyzed using descriptive percentage analysis. The results showed that the media received a validation percentage of 92.85% from media experts and 94.11% from subject matter and language experts, falling into the “highly feasible” category. Teacher response rates were 95.00% and student response rates were 95.18%, both falling into the “very good” category, while the learning evaluation results reached 90%. Thus, the Gogim media, based on the Drill method, is suitable for use as an alternative Indonesian language learning medium to support increased learning interest among elementary school students.

Keywords: Google Sites, Gimkit, Drill Method, Reading Skills.