

ABSTRAK

Nurulanbiyya, Fathonah. 2026. Menjelajah Siklus Air dalam Fantasi: Pengembangan *HydroQuest* Berbasis Platform *Minecraft* Dengan Pendekatan DGBL pada Pembelajaran IPAS SD. Progam Studi Pendidikan Guru Sekolah Dasar. FKIP. Universitas PGRI Madiun. Pembimbing (I) Dr. Pinkan Amita Tri Prasasti, M.Pd., (II) Tiara Intan Cahyaningtyas, S.Si., M.Pd.,

Riset ini dilatarbelakangi oleh terbatasnya penggunaan media instruksional digital inovatif berbasis gamifikasi dalam domain IPAS, khususnya materi siklus air. Tujuan riset ini adalah mengembangkan media instruksional *HydroQuest* berbasis platform *Minecraft* yang terintegrasi dengan pendekatan *digital game-based learning* serta menguji tingkat validitas dan kelayakannya untuk digunakan dalam kegiatan instruksional IPAS di sekolah dasar. Riset ini menggunakan metode *Research and Development* (R&D) dengan model Borg and Gall yang terdiri dari sepuluh fase. Media *HydroQuest* tervalidasi oleh ahli media, ahli materi dan ahli bahasa dengan persentase masing-masing sebesar 85%, 82,9% dan 88% yang termasuk kategori sangat layak. Uji kelayakan melalui respons peserta didik menunjukkan persentase 91,2% pada uji coba lapangan terbatas, 93,1% pada uji coba lapangan utama dan 94,9% pada uji coba lapangan operasional. Sementara itu, respon pendidik memperoleh persentase 92,4% yang mengindikasikan kelayakan media. Hasil riset menunjukkan bahwa media instruksional *HydroQuest* berbasis platform *Minecraft* yang terintegrasi dengan pendekatan DGBL layak digunakan dalam pembelajaran IPAS materi siklus air. Riset menyimpulkan bahwa media *HydroQuest* layak serta berpotensi meningkatkan pemahaman konsep.

Kata Kunci: *HydroQuest*, *Minecraft*, Digital Game-Based Learning (DGBL), Siklus Air, IPAS.

ABSTRACT

Nurulanbiyya, Fathonah. 2026. *Exploring the Water Cycle through Fantasy: The Development of Minecraft-Based HydroQuest Using a Digital Game-Based Learning (DGBL) Approach in Elementary IPAS Learning*. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Advisors: (I) Dr. Pinkan Amita Tri Prasasti, M.Pd., (II) Tiara Intan Cahyaningtyas, S.Si., M.Pd.

This study is motivated by the limited use of innovative gamification-based digital instructional media in the IPAS domain, particularly in the topic of the water cycle. The purpose of this research is to develop *HydroQuest* instructional media based on the *Minecraft* platform, integrated with a digital game-based learning (DGBL) approach, and to examine its validity and feasibility for use in elementary IPAS instructional activities. This study employs a Research and Development (R&D) method using the Borg and Gall model, which consists of ten phases.

The *HydroQuest* media was validated by media experts, subject matter experts, and language experts, achieving percentages of 85%, 82.9%, and 88%, respectively, which fall into the “highly feasible” category. Feasibility testing based on student responses showed percentages of 91.2% in the limited field trial, 93.1% in the main field trial, and 94.9% in the operational field trial. Meanwhile, teacher responses reached 92.4%, indicating the feasibility of the media.

The results of the study indicate that the *Minecraft*-based *HydroQuest* instructional media integrated with the DGBL approach is feasible for use in IPAS learning on the topic of the water cycle. The study concludes that *HydroQuest* is not only feasible but also has the potential to enhance conceptual understanding.

Keywords: *HydroQuest*, *Minecraft*, Digital Game-Based Learning (DGBL), Water Cycle, IPAS.