

ABSTRAK

Charina Wahyu Meitika. 2026. Pengembangan Media Pembelajaran Interaktif Ular Tangga Digital Pada Pembelajaran Matematika Kelas III Sekolah Dasar. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Fauzatul Ma'rufah Rohmanurmeta, M.Pd., (II) Melik Budiarti, S. Sos., M. A.

Pembelajaran matematika pada materi unsur-unsur bangun datar di kelas III sekolah dasar masih menghadapi berbagai kendala, seperti rendahnya pemahaman konsep siswa, keterbatasan media pembelajaran yang digunakan guru, serta dominasi metode pembelajaran konvensional yang menyebabkan siswa kurang aktif dan mudah merasa bosan. Kondisi tersebut menyebabkan kurang maksimalnya hasil belajar yang diperoleh siswa, terbukti dari hasil studi pendahuluan di SDN Glonggong 01 Kabupaten Madiun yang menunjukkan sebagian besar siswa belum mencapai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) pada materi tersebut. Tujuan dari penelitian ini yaitu mengembangkan media pembelajaran interaktif ular tangga digital dan menguji kelayakan dari media yang dihasilkan. Subjek yang terlibat dalam penelitian ini berjumlah 22 siswa kelas III SDN Glonggong 01. Jenis penelitian yang digunakan peneliti yaitu penelitian pengembangan atau R&D dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Teknik pengumpulan data dalam penelitian ini menggunakan metode observasi, wawancara, angket dan dokumentasi. Teknik analisis data dalam penelitian ini dilakukan dengan teknik kuantitatif dan kualitatif. Media pembelajaran interaktif ular tangga digital dikembangkan dengan dilengkapi menu permainan, menu materi, video pembelajaran, dan menu game yang dikemas dalam satu media interaktif berbasis Construct 2. Kelayakan produk media dapat ditinjau dari hasil validasi ahli dan angket respon. Hasil validasi ahli media memperoleh skor sebesar 94% dengan kategori sangat layak, ahli materi memperoleh persentase 76% dengan kategori layak. Respon pengguna yaitu respon siswa diperoleh skor rata-rata sebesar 96% memenuhi kriteria sangat baik dan respon guru memperoleh persentase sebesar 100% memenuhi kriteria sangat baik. Berdasarkan data yang diperoleh, dapat ditarik kesimpulan bahwa media pembelajaran interaktif ular tangga digital layak untuk diterapkan dalam pembelajaran matematika sekolah dasar.

Kata Kunci: media pembelajaran interaktif, ular tangga digital, matematika, bangun datar, sekolah dasar.

ABSTRACT

Charina Wahyu Meitika. 2026. Development of Digital Snakes and Ladders Interactive Learning Media in Mathematics Learning for Grade III Elementary Schools. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Dr. Fauzatul Ma'rufah Rohmanurmeta, M.Pd., (II) Melik Budiarti, S.Sos., M.A.

Mathematics learning on the material of flat geometry elements in grade III elementary school still faces various obstacles, such as low understanding of student concepts, limited learning media used by teachers, and the dominance of conventional learning methods that cause students to be less active and easily bored. These conditions cause less than optimal learning outcomes obtained by students, as evidenced by the results of a preliminary study at SDN Glonggong 01 Madiun Regency which showed that most students had not achieved the Learning Objective Achievement Criteria (KKTP) on the material. The purpose of this study is to develop interactive digital snakes and ladders learning media and test the feasibility of the resulting media. The subjects involved in this study were 22 grade III students of SDN Glonggong 01. The type of research used by researchers is development research or R&D with the ADDIE development model (Analyze, Design, Develop, Implement, Evaluate). Data collection techniques in this study used observation, interviews, questionnaires and documentation methods. Data analysis techniques in this study were carried out using quantitative and qualitative techniques. The interactive digital snakes and ladders learning media was developed with a game menu, material menu, learning videos, and game menu, packaged in one interactive media platform based on Construct 2. The feasibility of the media product can be reviewed from the results of expert validation and questionnaire responses. The media expert validation results obtained a score of 94%, categorized as very feasible, and the material expert obtained a percentage of 76%, categorized as feasible. User responses, namely student responses, obtained an average score of 96%, meeting the criteria for very good, and teacher responses obtained a percentage of 100%, meeting the criteria for very good. Based on the data obtained, it can be concluded that the interactive digital snakes and ladders learning media is feasible for implementation in elementary school mathematics learning.

Keywords: interactive learning media, digital snakes and ladders, mathematics, geometric shapes, elementary school