

ABSTRAK

Aprilia Anggraini, F. (2026). *Pengembangan Media Pembelajaran Board Game Jumanji Berbasis Keragaman Budaya dengan Integrasi Model TGT (Teams Games Tournament) pada Pembelajaran Matematika Siswa Kelas III Sekolah Dasar*, UNIVERSITAS PGRI MADIUN. Pembimbing: Dr. Endang Sri Maruti, M.Pd.; Co-Pembimbing: Dr. Fauzatul Ma'rufah Rohmanurmeta, M.Pd.

Penelitian ini dilatarbelakangi oleh rendahnya pemahaman siswa terhadap materi unsur bangun datar serta keterbatasan penggunaan media pembelajaran yang inovatif dan interaktif pada pembelajaran matematika di sekolah dasar. Kondisi tersebut menyebabkan siswa kurang aktif, mudah bosan, dan mengalami kesulitan memahami konsep. Penelitian ini bertujuan mengembangkan media *Board Game Jumanji* berbasis keragaman budaya yang terintegrasi dengan model *Teams Games Tournament* (TGT), serta mengetahui tingkat validitas, kepraktisan, dan keefektifannya. Penelitian menggunakan metode Research and Development (R&D) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Penelitian dilaksanakan di SDN Sugihwaras 1 dengan subjek 20 peserta didik kelas III. Data dikumpulkan melalui observasi, wawancara, lembar validasi, angket respons, dan tes hasil belajar.

Hasil penelitian menunjukkan media memperoleh kategori sangat valid dengan persentase validasi ahli media 92,63%, ahli materi 85,33%, dan ahli bahasa 100%. Media juga sangat praktis berdasarkan respons guru sebesar 94,29% dan peserta didik sebesar 90%, serta efektif meningkatkan hasil belajar yang ditunjukkan oleh peningkatan nilai rata-rata pretest dari 64,93 menjadi 95,20 pada posttest. Dengan demikian, media *Board Game Jumanji* berbasis keragaman budaya yang terintegrasi dengan model TGT layak digunakan sebagai media pembelajaran matematika.

Kata Kunci : *Board Game Jumanji*, Keragaman Budaya, *Teams Games Tournament* (TGT), Unsur Bangun Datar, Pembelajaran Matematika.

ABSTRACT

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Keywords: *Jumanji Board Game, Cultural Diversity, Teams Games Tournament (TGT), Plane Figure Elements, Mathematics Learning.*

This study was motivated by students' limited understanding of the properties of two-dimensional shapes and the limited use of innovative and interactive learning media in elementary school mathematics instruction. These conditions result in students being less active, easily bored, and struggling to understand concepts. This study aims to develop a culturally diverse Jumanji board game integrated with the Teams Games Tournament (TGT) model, as well as to determine its validity, practicality, and effectiveness. The study employed the Research and Development (R&D) method using the ADDIE model, which includes the analysis, design, development, implementation, and evaluation stages. The study was conducted at SDN Sugihwaras 1 with 20 third-grade students as participants. Data were collected through observation, interviews, validation sheets, response questionnaires, and learning outcome tests.

The results showed that the teaching aid was categorized as highly valid, with validation percentages of 92.63% from media experts, 85.33% from content experts, and 100% from language experts. The medium was also found to be highly practical based on teacher responses of 94.29% and student responses of 90%, and it was effective in improving learning outcomes, as demonstrated by an increase in the average pretest score from 64.93 to 95.20 on the posttest. Thus, the Jumanji Board Game medium based on cultural diversity and integrated with the TGT model is suitable for use as a mathematics learning medium.