

ABSTRAK

Ellenna Ayu Maywulandari. 2026. *Pengembangan Aplikasi Game “Prok – Prok” Berbasis Hots Untuk Meningkatkan Keterampilan Berpikir Kritis Dan Hasil Prestasi Belajar IPS Kelas V SDN Sukolilo 01.* Tesis. Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Prof.Dr.Parji, M.Pd (II) Dr. Sudarmiani, M.Pd

Kata Kunci: Pengembangan Aplikasi, Game “Prok-Prok”, HOTS, Keterampilan Berpikir Kritis, Hasil Belajar IPS.

Penelitian bertujuan untuk mengembangkan aplikasi game “Prok-Prok” berbasis HOTS serta menguji kelayakan, keefektifan, dan kepraktisan dalam meningkatkan keterampilan berpikir kritis dan hasil prestasi belajar IPS kelas V SDN Sukolilo 01. Penelitian yang menggunakan metode *Research and development* dengan model pengembangan ADDIE meliputi tahap *analysis, design, development, implementasi, dan evaluasi*. Teknik pengumpulan data menggunakan kuesioner dan tes (*Pre-test* dan *Post-test*), sedangkan teknik analisis data menggunakan analisis deskriptif dan uji Wilcoxon. Hasil penelitian, sebagai berikut : (1) telah dikembangkan media pembelajaran aplikasi game “Prok-Prok” berbasis HOTS yang memuat materi Proklamasi Kemerdekaan Indonesia untuk meningkatkan keterampilan berpikir kritis dan hasil prestasi belajar IPS kelas V SDN SUKOLILO 0; (2) media pembelajaran yang dikembangkan dinyatakan valid dengan rata-rata persentase skor 81,81% dari aspek media sedangkan 86,67% dari ahli materi; (3) aspek kepraktisan, media memperoleh rata-rata persentase skor 85%, yang menunjukkan bahwa media tersebut praktis digunakan dalam proses pembelajaran; (4) aspek keefektifan, hasil uji Wilcoxon menunjukkan hasil uji Wicoxon nilai *Asymp.Sig. (2-tailed)* sebesar 0,001 yang berarti H_0 ditolak dan H_a diterima, dapat disimpulkan bahwa media pembelajaran game “Prok-Prok” berbasis HOTS mampu meningkatkan keterampilan berpikir kritis dan hasil prestasi belajar IPS kelas V SDN Sukolilo 01.

ABSTRACT

Ellenna Ayu Maywulandari. 2026. *develop the “Prok-Prok” game application based on Higher Order Thinking Skills (HOTS) and to examine its feasibility, effectiveness, and attractiveness in improving critical thinking skills and learning achievement in Social Studies among fifth-grade students at SDN Sukolilo 01.* Tesis. Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Prof.Dr.Parji, M.Pd (II) Dr. Sudarmiani, M.Pd

Keywords: Application Development, “Prok-Prok” Game, HOTS, Critical Thinking Skills, Social Studies Learning Achievement.

The research aims to develop a HOTS-based “Prok-Prok” game application and test its feasibility, effectiveness, and practicality in improving critical thinking skills and social studies learning achievement results of class V SDN Sukolilo 01. The research uses the Research and development method with the ADDIE development model including the stages of analysis, design, development, implementation, and evaluation. Data collection techniques use questionnaires and tests (Pre-test and Post-test), while data analysis techniques use descriptive analysis and the Wilcoxon test. The results of the research are as follows: (1) a HOTS-based “Prok-Prok” game application learning media has been developed which contains the material of the Proclamation of Indonesian Independence to improve critical thinking skills and social studies learning achievement results of class V SDN SUKOLILO 0; (2) the developed learning media is declared valid with an average percentage score of 81.81% from the media aspect while 86.67% from the material expert; (3) the practicality aspect, the media obtained an average percentage score of 85%, which shows that the media is practical to use in the learning process; (4) effectiveness aspect, the results of the Wilcoxon test show the results of the Wicoxon test with an Asymp.Sig. (2-tailed) value of 0.001, which means that Ho is rejected and Ha is accepted. It can be concluded that the HOTS-based “Prok-Prok” game learning media is able to improve critical thinking skills and the learning achievement results of class V Social Studies at SDN Sukolilo 01