MEDIA GAME INTERAKTIF WORDWALL
DALAM KETERAMPILAN PROSES SAINS SISWA SEKOLAH DASAR

TESIS

diajukan untuk memenuhi sebagian syarat memperoleh gelar
Magister Pendidikan Guru Sekolah Dasar

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PENGEMBANGAN MEDIA GAME INTERAKTIF WORDWALL DALAM KETERAMPILAN PROSES SAINS SISWA SEKOLAH DASAR

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PENGEMBANGAN MEDIA GAME INTERAKTIF WORDWALL
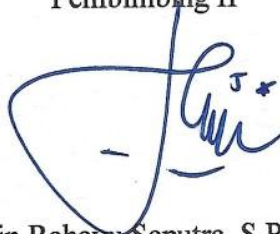**DALAM KETERAMPILAN PROSES SAINS SISWA SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis game interaktif Wordwall dalam keterampilan proses sains siswa. Latar belakang penelitian ini adalah belum terlihatnya kemampuan siswa dalam menguasai keterampilan proses sains, serta terbatasnya penggunaan media pembelajaran yang interaktif dan menarik dalam proses belajar mengajar. Metode penelitian yang digunakan adalah Metode penelitian Design Based Research (DBR) dengan pendekatan siklus yang meliputi identifikasi masalah, pengembangan prototype, uji coba, evaluasi, dan penyempurnaan produk. Hasil penelitian menunjukkan bahwa penggunaan game interaktif Wordwall secara signifikan dapat memperlihatkan keterampilan proses sains siswa. Siswa yang menggunakan media ini menunjukkan pemahaman konsep, kemampuan berpikir kritis, serta kemampuan merencanakan dan melaksanakan penyelidikan ilmiah. Selain itu, penggunaan Wordwall juga terbukti menjadi motivasi dan keterlibatan siswa dalam pembelajaran sains. Implikasi dari penelitian ini menyarankan agar sekolah dan guru lebih luas mengadopsi media pembelajaran interaktif seperti Wordwall dalam pengajaran sains. Selain itu, mengenai penggunaan dan pengembangan game yang sesuai dengan kurikulum perlu ditingkatkan sesuai dengan kebutuhan siswa. Rekomendasi juga diberikan bagi peneliti untuk terus mengevaluasi dan mengembangkan fitur-fitur baru dalam media ini guna memastikan relevansi dan efektivitasnya dalam mendukung pembelajaran.

Kata Kunci: keterampilan proses sains; media interaktif; pendidikan sains; pengembangan media pembelajaran; Wordwall

ABSTRACT

This research aims to develop interactive game-based learning media Wordwall for students' science process skills. The background to this research is that students' ability to master science process skills is not yet visible, as well as the limited use of interactive and interesting learning media in the teaching and learning process. The research method used is the Design Based Research (DBR) research method with a cyclical approach which includes problem identification, prototype development, testing, evaluation and product improvement. The research results show that the use of the Wordwall interactive game can significantly demonstrate students' science process skills. Students who use this media demonstrate conceptual understanding, critical thinking skills, and the ability to plan and carry out scientific investigations. Apart from that, the use of Wordwall has also been proven to motivate and engage students in science learning. The implications of this research suggest that schools and teachers should more widely adopt interactive learning media such as Wordwall in science teaching. Apart from that, the use and development of games that are appropriate to the curriculum need to be improved according to students' needs. Recommendations are also provided for researchers to continue to evaluate and develop new features in this media to ensure their relevance and effectiveness in supporting learning.

Keywords: interactive media; learning media development; science education; science process skills, Wordwall

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