

**KONSEP DAN IMPLEMENTASI GAME LABIRIN UNTUK
PEMBELAJARAN SISWA TUNANETRA DENGAN BERBANTUAN
*PROBLEM SOLVING MODEL***

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ABSTRAK

Penelitian ini dilatarbelakangi oleh kemajuan teknologi di bidang pendidikan dan kesulitan anak tunanetra untuk menggunakan media pembelajaran berbasis komputer. Oleh karena itu, penelitian ini dimaksudkan untuk merancang konsep media pembelajaran untuk anak tunanetra dan mengimplementasikannya ke dalam game labirin berbantuan model pembelajaran *problem solving*. Dalam merancang game labirin, karakteristik anak tunanetra dan konsep cerita sangat dipertimbangkan. RPP dan model pembelajaran *problem solving* digunakan untuk penyampaian materi Pkn di dalam game labirin. Pembangunan game labirin menggunakan metode *waterfall*. Eksperimen dilakukan di SLB A Negeri Bandung dengan subjek penelitian sebanyak 5 orang siswa kelas VII. Kemudian, hasil dari eksperimen diolah dan dianalisis berdasarkan metode kualitatif. Hasil menunjukkan bahwa penggunaan game labirin, perolehan nilai, perasaan siswa pada saat dan setelah menggunakan game labirin, serta fokus siswa untuk mendengarkan petunjuk selama menggunakan game labirin sangatlah baik. Game labirin yang telah dibangun terbukti memberikan dampak positif untuk anak tunanetra. Sehingga game labirin cocok digunakan sebagai media pembelajaran berbasis komputer untuk mengatasi kesulitan anak tunanetra.

Kata Kunci: Tunanetra, Model pembelajaran *problem solving*, Game labirin.

CONCEPT AND IMPLEMENTATION OF LABYRINTH GAME FOR LEARNING BLIND STUDENTS WITH SUPPORT *PROBLEM SOLVING* MODEL

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ABSTRACT

This research is motivated by technological advances in the field of education and the difficulties of blind children to use computer-based learning media. Therefore, this research is intended to design the concept of learning media for the blind child and implement it in the labyrinth game assisted by problem solving learning model. In designing the labyrinth game, the characteristics of the blind child and the concept of the story are strongly considered. RPP and problem solving learning model are used for the delivery of Pkn materials in the labyrinth game. Development of labyrinth game using waterfall method. The experiment was conducted in SLB A Negeri Bandung with the subject of research as many as 5 students of class VII. Then, the results of the experiment were processed and analyzed based on qualitative methods. The results show that the use of labyrinth games, the acquisition of values, the feelings of students during and after using labyrinth games, as well as the focus of the students to hear instructions during using the labyrinth game is very good. The labyrinth game that has been built proved to have a positive impact on the visually impaired child. So the labyrinth game suitable for use as a computer-based learning media to overcome the difficulties of children with visual impairment.

Keywords: *Blind Student, Problem solving model, Labyrinth game*