

ABSTRAK

Yoga Nur Septianto, NIM :H.1810747. Pengembangan Media *Game* Edukasi *Guess My Food Type* Pembelajaran IPA Berbasis Android Di Kelas V SDN CIRIUNG 06. **Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Agama Islam dan Pendidikan Guru. 2023.**

Media dalam proses pembelajaran masih bersifat monoton yang tidak sebanding dengan perkembangan teknologi yang semakin canggih, penelitian ini bertujuan untuk mengetahui pengembangan media pembelajaran *Guess My Food Type* berbasis android untuk pembelajaran IPA serta untuk mengetahui kelayakan dan respons guru terhadap media pembelajaran tersebut untuk siswa kelas V di SDN CIRIUNG 06. Penelitian ini menggunakan model pengembangan *ADDIE* yaitu, *Analysis, Design, Development, Implementasi, dan Evaluasi*. Produk yang dikembangkan berupa sebuah media pembelajaran *Guess My Food Type* berbasis android yang telah di desain oleh peneliti. Produk ini telah divalidasi oleh para ahli yaitu ahli materi dan ahli media, kemudian produk diujicobakan kepada kepala sekolah dan guru kelas V. Hasil dari perhitungan angket ahli materi yaitu 90% dengan kriteria “Sangat Layak”. Perhitungan angket ahli media yaitu 89% dengan kriteria “Sangat Layak”. Kemudian perhitungan angket respons Kepala Sekolah dan Wali Kelas V yaitu 87,8% dengan kriteria “Sangat Layak”, Kemudian perhitungan angket respons Siswa kelas V yaitu 83,7% dengan kriteria “Sangat Layak”

Kata kunci : Pengembangan Media , guess my food type , Berbasis Android

ABSTRACT

Yoga Nur Septianto, NIM: H.1810747. Development of *Guess My Food Type* Educational Game Media for *Android-Based* Science Learning in Grade V SDN

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The media in the learning process is still monotonous which is not comparable to the development of increasingly sophisticated technology, so, this study aims to determine the development of android-based Guess My Food Type learning media for science learning and to determine the feasibility and teacher response to this learning media for grade V students at SDN CIRIUNG 06. This research and development uses the *ADDIE* development model, namely *Analysis, Design, Development, Implementation, and Evaluation*. The product developed is an android- based *Guess My Food Type* learning media that has been designed by researchers. This product has been validated by experts, namely material experts and media experts, then the product is tested on school principals and fifth grade teachers. The results of the material expert questionnaire calculation are 90% with the criteria "Very Feasible". The calculation of the media expert questionnaire is 89% with the criteria "Very Feasible". Then the calculation of the response questionnaire from the Principal and Teacher of Class V is 87.8% with the criteria "Very Feasible". Then the calculation of the response questionnaire for class V students is 83.7% with the criteria "Very Feasible".

Keywords: Media Development, guess my food type, Android-based

