PENGEMBANGAN *BOUNCING BALL:* MEDIA PEMBELAJARAN BERBASIS *GAME*

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INTISARI

Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakans media pembelajaran berbasis *game "Bouncing Ball"* untuk materi kimia asam basa. Penelitian ini merupakan jenis penelitian pengembangan (*research & development*) dengan mengadaptasi model pengembangan 4-D Thiagarajan. Tahapan yang dilakukan pada penelitian ini yaitu tahap *define, design,* dan *develop.* Pada tahap *define* dilakukan analisis kebutuhan untuk guru dan peserta didik dan analisis konsep. Pada tahap *design* dilakukan sub-tahap *media selection* (pemilihan media), *format selection* (pemilihan format), dan *initial design* (rancangan awal). Pada tahap *develop* dilakukan pengembangan produk sesuai dengan rancangan, penilaian kelayakan produk, dan revisi berdasarkan hasil penilaian oleh ahli media dan ahli materi. Tahap *disseminate* tidak dilakukan pada penelitian ini karena produk yang dikembangkan tidak diujicobakan secara langsung dalam pembelajaran dan tidak dilakukan penyebaran. Dalam penelitian ini diperoleh data analisis kebutuhan dari 2 guru kimia MAN 4 Sleman, 1 guru kimia SMA Negeri 1 Pakem, 32 peserta didik kelas XI MIPA MAN 4 Sleman, dan 33 peserta didik kelas XI MIPA SMA Negeri 1 Pakem. Produk yang dikembangkan dilakukan penilaian kelayakan oleh ahli media dan ahli materi menggunakan instrumen penilaian kelayakan produk. Berdasarkan hasil penilaian, dapat disimpulkan bahwa media pembelajaran berbasis *game "Bouncing Ball"* layak digunakan sebagai media pembelajaran dengan skor total seluruh aspek 46,5 dari skor total maksimum 48, berkategori Sangat Baik (SB).

Kata Kunci: Penelitian Pengembangan, Pengembangan Media Pembelajaran Game, Model 4-D, Konsep Materi Asam Basa

DEVELOPMENT BOUNCING BALL: GAME-BASED LEARNNING MEDIA

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ABSTRACT

This study aims to develop and find out the advisability of learning media based on the game "Bouncing Ball" with the concept of acid-base chemistry. This research is a type of development research by adapting the 4-D Thiagarajan development model. The stages carried out in this research are the define, design, and develop stages. At the define stage, a needs analysis for teachers and students is carried out. At the design stage, media selection, format selection, and initial design are carried out. At the develop stage, product development is carried out according to the design, product feasibility assessment, and revision based on the result of the assessment by media experts and material experts. The disseminate stage was not carried out in this study because the products developed were not tested directly in learning (class) and were nor disseminated. In this study, data on needs analysis wes obtained from 2 chemistry teachers at MAN 4 Sleman, 1 chemistry teacher at SMA Negeri 1 Pakem, 32 students in class XI MIPA MAN 4 Sleman, and 33 students in class XI MIPA at SMA Negeri 1 Pakem. The product being developed is subject to a feasibility assessment by media experts and material expertsusing a product feasibility assessment instrument. Based on the result of the instrument, it can be concluded that the game-based learning media "Bouncing Ball" is suitable for use as a learning medium with a total score of 46,5 put of maximum total score of 48, in the Very Good category (VG).

Keywords: Development Research, Game-Based Learning Media Development, 4-D Model, Acid-Base Chemistry