

## ABSTRAK

**Moch Erlangga Wisnu Sakti.** *Pengembangan Media Astronomy Math Card Berbasis Permainan Ular Tangga Pada Materi Perkalian Siswa Kelas III SD.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2023.

Penelitian ini dilaksanakan untuk mendeskripsikan: (1) prosedur pengembangan media permainan *Astronomy Math Card* berbasis ular tangga pada materi perkalian siswa kelas III, (2) kelayakan media permainan *Astronomy Math Card* berbasis ular tangga pada materi perkalian siswa kelas III, dan (3) respon siswa serta guru kelas III terhadap pengembangan media pembelajaran permainan *Astronomy Math Card* berbasis ular tangga pada materi perkalian.

Penelitian ini menggunakan *Research And Development* (R&D) dengan model pengembangan *ADDIE* (Tegeh, 2014). Langkah-langkah yang ditempuh meliputi (a) *Analysis* (Analisis), (b) *Design* (Desain), (c) *Development* (Pengembangan), (d) *Implementation* (Implementasi), dan (e) *Evaluation* (Evaluasi). Produk diujicobakan kepada 5 siswa kelas 3 sekolah dasar dalam uji coba kelompok kecil. Kelayakan produk didasarkan pada hasil penilaian ahli materi, ahli media, ahli Bahasa, serta respon siswa dan guru kelas 3 sekolah dasar sebagai subjek uji coba. Teknik pengumpulan data menggunakan wawancara angket dan dokumentasi. Analisis data menggunakan teknik kevalidan produk dan analisis data uji coba.

Hasil penelitian menunjukkan bahwa: (1) media *astronomy math card* telah dikembangkan dengan model *ADDIE* dengan uji coba dan validasi ahli; (2) Penilaian ahli materi dengan rata-rata skor 4 "Valid", penilaian ahli media dengan rata-rata skor 3,7 "Valid", penilaian ahli Bahasa dengan rata-rata skor 3,75 "Valid"; (3) media dinyatakan "Sangat baik" dan memenuhi kriteria kelayakan berdasarkan uji respon siswa dan guru dengan perolehan angket respon guru sebesar 93,33% dan hasil angket respon siswa sebesar 96,67%.

**Kata Kunci:** media astronomy, math card, minat belajar, matematika

## ABSTRACT

**Moch Erlangga Wisnu Sakti.** *Development of Snakes and Ladders Game-Based Astronomy Math Card Media on Multiplication Material for Class III Elementary School Students. Thesis. Pacitan: STKIP PGRI Pacitan, 2023.*

*This research was conducted to describe: (1) procedures for developing game media Astronomy Math Card based on snakes and ladders on multiplication material for class III students, (2) the feasibility of game media Astronomy Math Card based on snakes and ladders in the multiplication material for class III students, and (3) the response of students and teachers of class III to the development of game learning media Astronomy Math Card based on snakes and ladders on multiplication material.*

*This research used research and development (R&D) with a development model called ADDIE (Tegeh, 2014). The steps taken include (a) analysis, (b) design, (c) development, (d) implementation, and (d) evaluation. The product was tested on 5th-grade elementary school students in a small group trial. The feasibility of the product is based on the results of the assessments of material experts, media experts, and language experts, as well as the responses of students and teachers in grade 3 elementary schools as test subjects. Data collection techniques using questionnaires, interviews, and documentation. Data analysis using product validity techniques and trial data analysis.*

*The results of the research showed that: (1) the media astronomy math card has been developed with the model ADDIE with expert trials and validation; (2) the Assessment of material experts with an average score of 4 "Valid", assessment of media experts with an average score of 3.7 "Valid", assessment of language experts with an average score of 3.75 "Valid" (3) media declared "very good" and meets the eligibility criteria based on student and teacher response tests with the acquisition of a teacher response questionnaire of 93.33% and student response questionnaire results of 96.67%.*

**Keywords:** *astronomy math, card media, learning interest, mathematics*