ABSTRAK

Ade Diniatul Faoziah : *Chemopoly Game* Berbasis Android untuk Mengembangkan Keterampilan Berpikir Kritis pada Materi Struktur Atom

Penelitian ini bertujuan untuk mendeskripsikan tampilan, menganalisis hasil uji validasi dan hasil uji coba terbatas dari *chemopoly game* berbasis android untuk mengembangkan keterampilan berpikir kritis pada materi struktur atom. Metode penelitian yang digunakan yaitu *Design Based Research (DBR)* dengan pendekatan ADDIE yang meliputi tiga tahapan yaitu analisis, perancangan dan pengembangan. Setelah media dibuat, dilakukan uji validasi kepada tiga dosen dan diperoleh rata-rata r_{hitung} yaitu 0,978 yang berarti valid. Media telah diperbaiki berdasarkan saran dari ketiga dosen dan dilakukan uji coba terbatas kepada 12 peserta didik yang telah belajar materi struktur atom. Hasil dari uji coba terbatas didapatkan persentase rata-rata sebesar 91,06% dari seluruh aspek yang dapat disimpulkan bahwa *chemopoly game* berbasis android untuk mengembangkan keterampilan berpikir kritis pada materi struktur atom ini sangat layak digunakan sebagai media pembelajaran.

Kata Kunci: *Chemopoly Game* Berbasis Android, Berpikir Kritis, Struktur Atom

ABSTRACT

Ade Diniatul Faoziah : *Chemopoly Game Android-Based to Develop Critical Thinking Skilss on Atomic Structure Material*

The study aims to describe the appearance, analyze the results of the validation and the feasibility test of an android-based chemopoly game to develop critical thinking skills on atomic structure material. The research method used is Design-Based Research (DBR) method with the ADDIE approach which includes three stages, there are analysis, design and development. After the media was created, validation tests were conducted on three lecturer and the results the validity test, which obtained average count of 0.978, which means it is valid. The media has been repaired based on suggestions from three lecturer and feasibility test was conducted on 12 students who had studied the atomic structure material. The results of the feasibility test obtained a percentage of 91,06% from all aspect that can be concluded that the android-based chemopoly game develops critical thinking skills on atomic structure material that can be used as a learning media.

Keywords *: android-based chemopoly game, critical thinking, atomic structure*