

ABSTRAK

Asni Sri Hermawati: “Pengembangan Media *Edugame* Berbasis *Educandy* Terhadap Hasil Belajar Siswa Pada Materi Bioteknologi Konvensional” (Penelitian R&D (*Research and Development*) pada Siswa Kelas XII SMAS PGRI 43 Singaparna).

Penelitian yang dilakukan dilatar belakangi oleh adanya permasalahan dalam proses pembelajaran biologi, yaitu belum tercapainya hasil belajar siswa pada KKM, kurangnya minat siswa terhadap pembelajaran serta kurangnya inovasi atau media pembelajaran yang digunakan. Tujuan penelitian ini yaitu untuk mendeskripsikan tahap-tahap pengembangan media, mengetahui kelayakan media, menganalisis hasil belajar siswa menggunakan media, serta mengetahui respon siswa terhadap media *edugame* berbasis *educandy* pada materi bioteknologi konvensional.

Metode penelitian yang digunakan yaitu metode penelitian dan pengembangan (*Research and Development*) melalui 3 tahapan ialah *define*, *design*, dan *development*. Adapun instrumen yang digunakan dalam proses pengumpulan data yaitu lembar uji validasi media pembelajaran, *pretest* dan *posttest* pilihan ganda, serta angket respon siswa terhadap media pembelajaran.

Hasil penelitian menyatakan bahwa media pembelajaran *edugame* berbasis *educandy* yang telah dikembangkan dikategorikan valid dengan perolehan aspek kelayakan isi sebesar 77%, aspek penyajian 75%, aspek kebahasaan 78% dan aspek kegrafikan 83%, maka secara keseluruhan yang diperoleh sebesar 78%. Penggunaan media *edugame* berbasis *educandy* dapat meningkatkan hasil belajar siswa dengan peroleh nilai *n-gain* rata-rata sebesar 0,57 dengan kriteri sedang. Serta respon siswa terhadap media pembelajaran dapat perolehan 86,90% dengan kategori sangat tinggi.

Kata Kunci: Bioteknologi konvensional, hasil belajar siswa, media pembelajaran *edugame*, pengembangan

ABSTRACT

Asni Sri Hermawati: “Educandy-Based Educational Media Development on Student Learning Outcomes on Conventional Biotechnology Materials” (R&D Research (Research and Development) on Class XII Students of SMAS PGRI 43 Singaparna).

The research was conducted against the background of the existence of problems in the biology learning process, namely the lack of achievement of student learning outcomes in the KKM, the lack of student interest in learning and the lack of innovation or learning media used. The purpose of this study is to describe the stages of media development, determine the feasibility of the media, analyze student learning outcomes using media, and determine student responses to educandy-based edugame media on conventional biotechnology materials.

The research method used is the research and development method through 3 stages, namely define, design, and development. The instruments used in the data collection process are learning media validation test sheets, multiple choice pretest and posttest, and student response questionnaires to learning media.

The results of the study stated that the educandy-based edugame learning media that had been developed was categorized as valid with the acquisition of content feasibility aspects of 77%, presentation aspects of 75%, linguistic aspects 78% and graphic aspects 83%, so that the overall obtained was 78%. The use of educandy-based edugame media can improve student learning outcomes by obtaining an average n-gain value of 0.57 with moderate criteria. As well as student responses to learning media can be obtained 86.90% with a very high category.

Keywords: Conventional biotechnology, development, edugame learning media, student learning outcomes