

ABSTRAK

Hisar Asman Mirsa Harahap, 1192050048, 2023, Pengembangan Media Pembelajaran *Role Playing Game (RPG)* Untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Pada Siswa *SMP*.

Penelitian ini berfokus kepada pengembangan media pembelajaran *Role Playing Game (RPG)* pada Siswa *SMP*. Namun masalah yang ditemukan berupa rendahnya kemampuan pemecahan masalah. Hal ini disebabkan kebiasaan Siswa dalam proses pembelajaran yang tidak terlalu berperan aktif. Maka dari itu Siswa sebaiknya difasilitasi untuk berperan aktif dalam memecahkan masalah matematis. Tujuan peneliti ini untuk mengembangkan media pembelajaran *Role Playing Game (RPG)* pada Siswa *SMP*. Metode yang digunakan adalah penelitian dan pengembangan (Research and Development) dengan model *Plomp (Preliminary Research, Prototyping Phase, dan Assessment Phase)*. Data yang diperoleh dari validasi ahli validator media dan ahli materi serta respon Siswa. Analisis data untuk pengembangan media pembelajaran *Role Playing Game (RPG)* pada Siswa *SMP* mendapatkan kriteria sangat valid dari ahli media dan mendapatkan kriteria valid dari ahli materi. Hasil penelitian menunjukkan bahwa media pembelajaran *Role Playing Game (RPG)* layak digunakan dan diaplikasikan pada Siswa dan mampu meningkatkan kemampuan pemecahan masalah matematis serta mendapatkan tanggapan dan respon yang baik dari Siswa kelas VIII A dan VIII B serta guru *SMP Bina Harapan Kelas VIII*.

Kata Kunci : Media pembelajaran, *Role Playing Game, RPG*, Kemampuan pemecahan masalah matematis.

ABSTRACT

Hisar Asman Mirsa Harahap, 1192050048, 2023, *Development of Role Playing Game (RPG) Learning Media to Improve Mathematical Problem-Solving Abilities in Junior High School Students.*

This research focuses on developing role-playing Game (RPG) learning media for junior high school students. However, the problem found was low problem-solving ability. This is due to students' habits in the learning process of not taking too active a role. Therefore students should be facilitated to take an active role in solving mathematical problems. This researcher aims to develop Role Playing Game (RPG) learning media for junior high school students. The method used is research and development with the Plomp model (Preliminary Research, Prototyping Phase, and Assessment Phase). Data was obtained from validation by media experts and material experts as well as student responses. Data analysis for developing Role Playing Game (RPG) learning media for junior high school students obtained very valid criteria from media experts and obtained valid criteria from material experts. The results of the research show that the Role Playing Game (RPG) learning media is suitable for use and application by students and can improve mathematical problem-solving abilities as well as getting good responses from students in classes VIII A and VIII B as well as teachers at Bina Harapan Junior High School of Class VIII.

Keywords: Learning Media, Role Playing Games, *RPG*, Mathematical problem-solving.