

## ABSTRAK

### **Yondri Juang Perdana : Pengembangan media permainan *Chempion Board* pada materi koloid**

Tujuan dari penelitian ini adalah untuk menganalisis hasil uji validasi, menganalisis hasil uji kelayakan dan mendeskripsikan tampilan media permainan *Chempion Board* pada materi koloid. Penelitian menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang meliputi tahap *analysis*, *design* dan *development*. Uji validasi dilakukan oleh tiga orang dosen ahli dengan menilai aspek tampilan media, aspek penggunaan media, serta aspek materi dan kebahasaan. Hasil uji validasi media permainan *Chempion Board* memperoleh rata-rata nilai  $r_{hitung}$  sebesar 0,85. Hasil nilai  $r_{hitung}$  lebih besar dari nilai  $r_{kritis}$  0,3 yang membuktikan bahwa media tersebut valid dengan interpretasi tinggi. Uji kelayakan media permainan dilakukan oleh 20 orang responden siswa kelas XII SMAS PGRI Garut yang telah mempelajari materi koloid. Penilaian uji kelayakan dilakukan terhadap empat aspek, yaitu aspek ketertarikan, aspek tampilan media, aspek kemudahan penggunaan media, serta aspek materi dan kebahasaan. Hasil uji kelayakan memperoleh rata-rata persentase kelayakan sebesar 92,07%. Tampilan media permainan *Chempion Board* dibuat pada sebuah papan berbentuk persegi. Bidang permainan terdiri dari empat bagian yang diberikan identitas dengan warna yang berbeda. Fitur-fitur yang terdapat pada permainan *Chempion Board* yaitu pion, koin undian, kartu pertanyaan yang terdiri dari kartu biru dan kartu merah, buku petunjuk permainan, dan buku kunci jawaban.

**Kata Kunci : media permainan, *Chempion Board*, koloid**

## **ABSTRACT**

### **Yondri Juang Perdana :Development of Chempion Board game media on colloidal materials**

*The aim of this research is to analyze the results of the validation test, analyze the results of the feasibility test and describe the appearance of the Chempion Board game media on colloidal material. The research uses the Research and Development (R&D) method with the ADDIE development model which includes analysis, design and development stages. The validation test was carried out by three expert lecturers by assessing aspects of media appearance, aspects of media use, as well as material and linguistic aspects. The validation test results for the Chempion Board game media obtained an average  $r_{value}$  of 0.85. The calculated  $r_{value}$  is greater than the  $r_{critical}$  of 0.3, which proves that the media is valid with high interpretation. The game media feasibility test was carried out by 20 respondents from class XII SMAS PGRI Garut students who had studied colloidal materials. The feasibility test assessment was carried out on four aspects, namely the interest aspect, the media appearance aspect, the ease of use of the media aspect, as well as the material and linguistic aspects. The feasibility test results obtained an average feasibility percentage of 92.07%. The appearance of the Chempion Board game media is made on a square board. The playing field consists of four parts which are identified with different colors. The features in the Chempion Board game are pawns, lottery coins, question cards consisting of blue cards and red cards, game instructions book, and answer book.*

**Keywords : game media, Chempion Board, colloid**