

ABSTRAK

PENGEMBANGAN GAME *KAHOOT!* BERBASIS KEARIFAN LOKAL UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KRITIS MATA PELAJARAN BAHASA INDONESIA SISWA KELAS IV SEKOLAH DASAR

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Permasalahan dalam penelitian ini yakni masih minimnya guru dalam menggunakan media ketika pembelajaran di kelas. Tujuan penelitian mengembangkan dan menguji efektivitas *game kahoot!* berbasis kearifan lokal dalam meningkatkan kemampuan berpikir kritis siswa pada mata pelajaran Bahasa Indonesia peserta didik kelas IV SD Negeri 2 Perumnas Way Kandis.

Model pengembangan yang digunakan adalah model ADDIE yang terdiri dari analisis, perancangan, pengembangan, implementasi, dan evaluasi dengan melibatkan 31 peserta didik. Validasi dilakukan oleh ahli materi, bahasa, dan media memastikan kelayakan *game kahoot!* berbasis kearifan lokal dengan beberapa revisi untuk meningkatkan kejelasan tampilan dan isi.

Hasil penelitian menunjukkan bahwa metode konvensional menyebabkan kebosanan dan kejenuhan dalam pembelajaran, sementara *game kahoot!* berbasis kearifan lokal meningkatkan keterlibatan dan pemahaman peserta didik. Berdasarkan hasil perhitungan uji validitas diperoleh yakni seluruh kuesioner yang berjumlah 30 item, seluruhnya memiliki nilai signifikansi lebih kecil dari 0.05 dan dinyatakan telah memenuhi kriteria validitas dan seluruhnya dapat digunakan dalam penelitian. Berdasarkan hasil perhitungan uji reliabilitas menyatakan bahwa seluruh kuesioner memiliki nilai Cronbach's Alpha lebih besar dari 0.60. Berdasarkan hal tersebut maka kuesioner penelitian dinyatakan memenuhi asumsi reliabilitas dan reliabel. Berdasarkan hasil rekapitulasi uji praktikalitas terhadap 30 butir pertanyaan yang diisi oleh 31 siswa sebesar 86,6% dan 7 butir pertanyaan yang diisi oleh 10 guru sebesar 90,5%, media ini dinyatakan sangat praktis. Sementara, Uji-t menunjukkan perbedaan signifikan antara kelas eksperimen dan kelas kontrol (Sig. 2-tailed = 0,000), N-Gain pada kelas eksperimen sebesar 81,41% sedangkan pada kelas kontrol sebesar 43,54% menandakan efektivitas tinggi. Rata-rata nilai meningkat dari 43,54 (pre-test) menjadi 81,41 (post-test). Dengan demikian, *game kahoot!* berbasis kearifan lokal terbukti sebagai media inovatif dalam meningkatkan kemampuan berpikir kritis peserta didik.

Kata Kunci : *Game Kahoot!*, Kearifan Lokal, Kemampuan Berpikir Kritis

ABSTRACT

KAHOOT! GAME DEVELOPMENT BASED ON LOCAL WISDOM TO IMPROVE CRITICAL THINKING ABILITY INDONESIAN LANGUAGE SUBJECT GRADE IV ELEMENTARY SCHOOL STUDENTS

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The problem in this study is the lack of teachers in using media during classroom learning. The purpose of this study is to develop the effectiveness of the local wisdom-based Kahoot! game in improving students' critical thinking skills in the Indonesian language subject of fourth-grade students at SD Negeri 2 Perumnas Way Kandis.

The development model used was the ADDIE model, which consists of analysis, design, development, implementation, and evaluation, involving 31 students. Validation was carried out by material, language, and media experts to ensure the feasibility of the local wisdom-based Kahoot! game, with several revisions to improve the clarity of the display and content.

The results of the study indicate that conventional methods cause boredom and saturation in learning, while local wisdom-based kahoot! games increase student engagement and understanding. Based on the results of the validity test calculation, it was obtained that all 30 questionnaires, all of which had a significance value of less than 0.05 and were declared to have met the validity criteria and all of which could be used in research. Based on the results of the reliability test calculation, it was stated that all questionnaires had a Cronbach's Alpha value greater than 0.60. Based on this, the research questionnaire was declared to meet the assumptions of reliability and reliability. Based on the results of the recapitulation of the practicality test on 30 questions filled out by 31 students amounting to 86.6% and 7 questions filled out by 10 teachers amounting to 90.5%, this media was declared very practical. Meanwhile, the t-test showed a significant difference between the experimental class and the control class (Sig. 2-tailed = 0.000), N-Gain in the experimental class was 81.41% while in the control class it was 43.54% indicating high effectiveness. The average score increased from 43.54 (pre-test) to 81.41 (post-test). Thus, the local wisdom-based Kahoot! game has proven to be an innovative medium for improving students' critical thinking skills.

Keywords: Kahoot! Game, Local Wisdom, Critical Thinking Skills