ABSTRACT

Hasnimar, 2024. Development of educational game learning media to increase students' motivation and learning outcomes in class IV Pancasila lessons at SD Inpres 5/81 Watu, Bone Regency. Supervised by Muhajir and Jamaluddin Arifin.

Current developments in digital technology have significant impact on the world of education. The used of technology facilitates the learning process and creates a learning atmosphere that is not monotonous. This research used research and development (R&D) methods. This research aimed to 1) Know the description of the development of educational game learning media, 2) Design educational game learning media, 3) Valid educational game learning media, 4) Find out practical educational game learning media, 5) Find out effective educational game learning media. Study. This research was conducted at SD Inpres 5/81 Watu, Bone Regency. The subjects of this research were 12 students, and 2 validators consisting of a material/content validator and a media validator. Data collection used then needed identification questionnaires, material/content validation questionnaires, media validation questionnaires, field trial questionnaires, teacher and student response questionnaires, motivation, and student learning outcomes questionnaires. The results of this research were: 1) The results obtained from identifying the level of student needs were in the required qualifications. 2) The product produced in this development is educational game learning media designed based on the ADDIE (Analysis, Design, Development, Implementation and Evaluation) development model. This learning media consists of three segments, namely introduction. 3) The results obtained from material/content expert validation are in very valid qualifications and media expert validation is in very valid qualifications. 4) The practicality of educational game learning media is seen based on the results of field trials. Based on the test results, it is in very good qualifications. 5) The results obtained from the learning outcomes test (pre-test) are in the quite effective qualification and the learning outcomes test (post-test) are in the very effective qualification. Based on the results of this research, it can be concluded that the product developed by the researcher has a valid level of validity, is practical in use and effective in improving Pancasila learning.

Keywords: *Development, Educational Game Learning Media, Class IV Pancasila Learning*