

## ABSTRAK

**Muakipa. 2026.** *Pengaruh Penggunaan Media Game Edukatif Cerita Rumpang Berbasis Mobile terhadap Keterampilan Membaca Pemahaman Kelas IV SD Inpres Mallengkeri Bertingkat.* Jurusan Program Studi Pendidikan Guru Sekolah Dasar (PGSD), Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muhammadiyah Makassar. Pembimbing I Aco Karumpa, dan Pembimbing II Ika Zulfika.

Keterampilan membaca pemahaman siswa sekolah dasar masih tergolong rendah, yang ditandai dengan kesulitan dalam memahami isi cerita serta mengidentifikasi unsur-unsur cerita seperti tokoh, latar, alur, dan pesan moral. Selain itu, penggunaan media pembelajaran yang kurang variatif menyebabkan rendahnya minat dan keterlibatan siswa dalam kegiatan membaca. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media game edukatif cerita rumpang berbasis mobile terhadap keterampilan membaca pemahaman siswa kelas IV SD Inpres Mallengkeri Bertingkat. Penelitian ini menggunakan metode pra-eksperimental dengan desain one group pretest–posttest. Sampel penelitian berjumlah 26 siswa. Teknik pengumpulan data meliputi observasi, tes, dan dokumentasi, sedangkan analisis data menggunakan statistik deskriptif dan inferensial. Hasil penelitian menunjukkan adanya peningkatan nilai rata-rata dari 64,42 menjadi 85,45. Uji hipotesis menggunakan paired sample t-test memperoleh nilai signifikansi  $0,000 < 0,05$ , sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, dapat disimpulkan bahwa penggunaan media game edukatif cerita rumpang berbasis mobile berpengaruh signifikan terhadap keterampilan membaca pemahaman siswa.

Kata Kunci: Media Game Edukatif, Cerita Rumpang, Membaca Pemahaman, Pembelajaran Berbasis Mobile.

## ABSTRACT

**Muakipa. 2026.** The Effect of Using a Mobile-Based Educational Gap Story Game on the Reading Comprehension Skills of Fourth Grade Students at SD Inpres Mallengkeri Bertingkat. Thesis. Primary School Teacher Education Study Program (PGSD), Faculty of Teacher Training and Education, Universitas Muhammadiyah Makassar. Supervisor I: Aco Karumpa, and Supervisor II: Ika Zulfika.

Reading comprehension skills of elementary school students are still relatively low, as indicated by difficulties in understanding the content of stories and identifying story elements such as characters, setting, plot, and moral values. In addition, the use of less varied learning media leads to low student interest and engagement in reading activities. This study aims to determine the effect of using a mobile-based educational gap story game on the reading comprehension skills of fourth-grade students at SD Inpres Mallengkeri Bertingkat. This study employed a pre-experimental method with a one-group pretest–posttest design. The sample consisted of 26 students. Data collection techniques included observation, tests, and documentation, while data were analyzed using descriptive and inferential statistics. The results showed an increase in the mean score from 64.42 to 85.45. The hypothesis test using a paired sample t-test obtained a significance value of  $0.000 < 0.05$ , indicating that  $H_0$  was rejected and  $H_1$  was accepted. Thus, it can be concluded that the use of a mobile-based educational gap story game has a significant effect on students' reading comprehension skills.

Keywords: educational game media, gap story, reading comprehension, mobile-based learning.