ABSTRAK

Maulidya Apriana, 2025. Pengembangan Media *Game* Edukatif Berbasis Aplikasi Canva pada aspek Keterampilan Membaca Pemahaman Siswa SD Negeri Sungguminasa V. Dibimbing oleh Muhammad Akhir dan Andi Adam.

Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk menghasilkan media *game* edukatif berbasis aplikasi canva muatan pelajaran Bahasa Indonesia pada aspek keterampilan membaca pemahaman siswa kelas VB SD Negeri Sungguminasa V. Model pengembangan yang digunakan mengacu pada model Borg & Gall yang meliputi studi pendahuluan, perencanaan, pengembangan desain produk, validasi desain, revisi desain, uji coba produk, penyempurnaan produk. Pengumpulan data dilakukan menggunakan instrument validasi ahli media, intrumen ahli materi, lembar observasi keterlaksanaan media, angket siswa, angket guru, dan tes kemampuan membaca pemahaman siswa.

Hasil penelitian menunjukkan: (1) media yang dihasilkan yaitu media *game* edukatif berbasis aplikasi canva; (2) media *game* edukatif dinyatakan valid oleh pakar ahli media dan ahli materi dengan rata-rata presentasi 97% kategori sangat valid; (3) media *game* edukatif dinyatakan praktis berdasarkan lembar observasi keterlaksanaan media dengan presentasi 95.83% dan hasil respon guru terhadap media *game* edukatif dengan skor 91.66% dengan kategori sangat praktis; (4) media *game* edukatif dinyatakan efektif dibuktikan dari pengisian angket siswa terhadap keefetifan media setelah belajar menggunakan media menunjukkan presentasi 99.16% dengan kategori sangat tinggi. Kemudian untuk keterampilan membaca siswa juga terlihat adanya peningkatan dari hasil *pretes* dengan presentasi 35.83% menjadi 90% pada hasil *postes*. Terdapat perbedaan yang signifikan dalam hal membaca pemahaman siswa setelah belajar dengan menggunakan media *game* edukatif dengan belum menggunakan *media* game edukatif.

Kata kunci: Media *game* edukatif, Canva, Membaca pemahaman.

ABSTRACT

Maulidya Apriana, 2025. *The Development of Educational Game Media Based on the Canva Application for Reading Comprehension Skills of Class V Elementary Students.* Supervised by Muhammad Akhir and Andi Adam.

This research was a development study aimed at producing educational game media based on the Canva application for the Indonesian language subject, specifically targeting the reading comprehension skills of Class VB students at SDN Sungguminasa V. The development model used refers to the Borg & Gall model, which includes preliminary study, planning, product design development, design validation, design revision, product testing, and product refinement. Data collection instruments included media expert validation sheets, material expert instruments, media implementation observation sheets, student questionnaires, teacher questionnaires, and reading comprehension skill tests.

The results showed that: (1) the product developed was an educational game media based on the Canva application; (2) the media was declared valid by media and material experts with an average score by 97%, categorized as highly feasible; (3) the media was considered practical based on the media implementation observation sheet with a score by 95.83% and teacher response results with a score by 91.66%, both falling under the "very practical" category; (4) the media was declared effective based on student questionnaires about media effectiveness after learning, with a score with 99.16%, categorized as very high. Furthermore, students' reading comprehension skills showed a significant improvement from a pretest score with 35.83% to a posttest score with 90%. There was a significant difference in students' reading comprehension before and after using the educational game media.

Keywords: Educational Game Media, Canva, Reading Comprehension.

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