

**PENGEMBANGAN INSTRUMEN PENILAIAN BERBASIS MEDIA
PERMAINAN ULAR TANGGA UNTUK MENGUKUR
PENGUASAAN MATERI FISIKA DAN
PENCAPAIAN MINAT BELAJAR
PESERTA DIDIK SMA**

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ABSTRAK

Penelitian ini bertujuan untuk: 1) mendapatkan instrumen penilaian berbasis media permainan ular tangga yang layak untuk mengukur penguasaan materi serta minat belajar peserta didik SMA, 2) mengukur tingkat penguasaan materi gerak lurus peserta didik SMA, dan 3) mengukur minat belajar peserta didik SMA setelah menggunakan instrumen penilaian berbasis media permainan ular tangga.

Model penelitian yang digunakan adalah Model 4-D menurut Thiagarajan yang memiliki 4 tahap yaitu: *define, design, develop* serta *disseminate*. Produk yang dikembangkan adalah instrumen penilaian berbasis media permainan ular tangga. Uji coba produk pengembangan dilakukan pada peserta didik kelas X semester I di SMA N 1 Pengasih, SMA N 1 Wates, SMA N 1 Lendah, SMA N 2 Wates, dan SMA 2 Playen tahun pelajaran 2014/2015. Data penelitian yang didapatkan adalah: 1) data berupa skor dan saran dari validator yang dijangkit dengan angket validasi, 2) data berupa skor penguasaan materi yang dijangkit dengan tes, serta 3) data berupa skor minat belajar yang dijangkit menggunakan angket minat. Teknik analisis data dilakukan secara deskriptif kualitatif dan kuantitatif. Analisis data deskriptif kualitatif bertujuan untuk menyeleksi saran dari validator yang dapat diterapkan untuk memperbaiki produk yang dikembangkan. Analisis data kuantitatif digunakan untuk mengukur tingkat kelayakan instrumen dari penilaian validator, tingkat penguasaan materi dan minat belajar siswa.

Berdasarkan analisis data penelitian didapatkan instrumen penilaian berbasis media permainan ular tangga yang layak untuk mengukur penguasaan materi serta minat belajar peserta didik SMA. Tingkat penguasaan materi gerak lurus peserta didik yang dijangkit menggunakan hasil pengembangan instrumen penilaian berbasis media permainan ular tangga dapat dirinci pada level sedang 37% dan rendah 63%. Minat belajar peserta didik setelah menggunakan instrumen penilaian berbasis media permainan ular tangga dengan persentase sangat tinggi 38%; tinggi 55%; sedang 5%; dan rendah 2%.

Kata kunci : instrumen penilaian, permainan ular tangga, penguasaan materi, minat belajar, materi fisika gerak lurus

THE DEVELOPMENT OF ASSESSMENT SNAKES AND LADDERS GAMES-BASE INSTRUMENT TO MEASURE MASTERY OF PHYSICS MATTER AND ACCOMPLISHMENT IN INTERESTING LEARNING OF SENIOR HIGH SCHOOL STUDENTS

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ABSTRACT

This research aims to 1) get a proper assessment snakes and ladders games-base instrument to measure the mastery of physics subject and the interesting learning of student in SHS, 2) measure the mastery of physics subject, and 3) measure the interesting learning of student in SHS after using this instrument.

Research that we use are 4-D Models according to Thiagarajan's theory that have a 4 phases which are define, design, develop, and disseminate . Instrument that we develop is assessment snakes and ladders games-based instrument. Product trial and measurement conducted on Class X Semester I students in SMA N 1 Pengasih, SMA N 1 Wates, SMA N 1 Lendah, SMA N 2 Wates, and SMA 2 Playen. The research data obtained are: 1) that the data in the form of scores and advice from validators that captured the validation questionnaire, 2) the data in the form of a score of mastery of physics subject that is captured by the test, and 3) the data in the form of a score of interest in learning who captured using a questionnaire interest. Data analysis technique is a descriptive qualitative and quantitative. Qualitative descriptive data analysis aims to select a suggestion from the validator that can be applied to improve the products developed. Analysis of quantitative data is used to measure the feasibility of assessment instruments validator, the level of mastery of physics and student interest.

Based on the analysis of research data obtained a proper assessment snakes and ladders games-base instrument to measure the mastery of physics subject and the interesting learning of student in SHS. The level of mastery of physics matter straight motion captured using the results of the development of assessment snakes and ladders games-base instrument can be specified in the medium level 37% and 63% low level. Interests of learners after using assessment snakes and ladders games-base instrument with a very high percentage 38%; High 55%; being 5%; and a low 2%.

Keywords: development of assessment instrument, snake and ladders games, mastery of physics subject, interest in learning