ABSTRACT

This study aims to produce a proper Monopoly board game learning media in developing the vocabulary of 11th grade SMA N 1 Tuntang students. In this study, researchers used the development research (R&D) method according to Borg and Gall. The steps in this development method are Research and information collecting model, planning, developing preliminary form of product, preliminary field testing, Main product revision, Main field testing, Final product revision, Dissemination and implementation. To find out the feasibility of board game learning media, it is based on the results of assessments from media experts, material experts, and also students of SMA N 1 Tuntang. Data collection techniques in this study used observation and questionnaires. Then used quantitative descriptive analysis.

The results of the study show that the assessment of the media test and the material test gets a total score of 3,18 which indicates the "Feasible" category. In the field trial which was attended by 34 students, they received a score of 3,4 It can be concluded that the Monopoly board game learning media is said to be appropriate for use to help train the vocabulary of grade 11 students at SMA N 1 Tuntang.

Keywords: Learning media, Monopoly board game, 11th grade high school students

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran Monopoly board game yang tepat dalam mengembangkan keterampilan berbicara siswa kelas 11 SMA N 1 Tuntang. Dalam penelitian ini peneliti menggunakan metode penelitian pengembangan (R&D) menurut Borg dan Gall. Langkah-langkah dalam metode pengembangan ini adalah Penelitian dan model pengumpulan informasi, perencanaan, pengembangan bentuk awal produk, uji coba lapangan pendahuluan, Revisi produk utama, Uji coba lapangan utama, Revisi produk akhir, Diseminasi dan implementasi. Untuk mengetahui kelayakan media pembelajaran board game didasarkan pada hasil penilaian ahli media, ahli materi, dan juga siswa SMA N 1 Tuntang. Teknik pengumpulan data pada penelitian ini menggunakan observasi dan angket. Kemudian digunakan analisis deskriptif kuantitatif.

Hasil penelitian menunjukkan bahwa penilaian tes media dan tes materi memperoleh total skor 3,18 yang menunjukkan kategori "Layak". Pada uji coba lapangan yang diikuti oleh 34 siswa memperoleh nilai 3,2 Dapat disimpulkan bahwa media pembelajaran board game Monopoly dikatakan layak digunakan untuk membantu melatih Keterampilan Berbicara siswa kelas 11 SMA N 1 Tuntang.

Kata Kunci: Media pembelajaran, Monopoly board game, siswa kelas X SMA