

ABSTRAK

Widiyanto, Achmad Sugeng. Pengembangan Permainan *Bâjâng* (Kuartet) Berbasis Edukasi Lokal Untuk Melatih Kemampuan Membaca Siswa Tema 1 Kelas I Sekolah Dasar. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja. Pembimbing: (1) Tita Tanjung Sari, S.Pd.,M.Pd, (2) Nisfil Maghfiroh Meita, S.Pd.,M.Pd.

Minimnya media pembelajaran di sekolah dan rendahnya kemampuan membaca siswa sehingga dilakukan penelitian ini. Penelitian ini bertujuan untuk menghasilkan produk permainan *bâjâng* yang dalam bahasa Indonesia kartu kuartet yang didesain menjadi kartu *bâjâng* (kuartet) berbasis edukasi lokal, mengetahui tingkat kelayakan, dan mengetahui respon siswa kelas 1 terhadap pengembangan permainan ini. Jenis penelitian yang di gunakan yaitu pengembangan (*Research and Development*) dengan menggunakan model penelitian menurut Thiagarajan(dalam Sugiono, 2014) yang meliputi *Define, Design, Development*, dan *Dissemination* namun karena keterbatasan waktu, biaya serta adanya pandemi covid-19 sehingga hanya di lakukan 3 tahapan saja yang meliputi *Define, Design*, dan *Development*. Instrument pengumpulan data yang digunakan lembar wawancara siswa, lembar validasi produk, lembar observasi uji coba, lembar keterlaksanaan, petunjuk permainan, lembar angket respon siswa. Pada validasi produk terdiri dari validasi desain, isi, dan penggunaan, untuk persentase desain dan penggunaan memperoleh persentase 100% dan isi memperoleh persentase 95%. Tahap uji coba produk dilakukan hanya 4 siswa saja yaitu kelas 1 di desa patean kecamatan batuan kabupaten sumenep hal ini di karenakan adanya pandemi covid-19. Hasil dari kuesioner repon siswa mendapatkan persentase 100% dengan kriteria sangat baik. Jadi pengembangan permainan *bâjâng* berbasis edukasi lokal untuk melatih kemampuan membaca siswa pada tema 1 kelas 1 SD layak di gunakan sebagai media dalam pembelajaran.

Kata kunci : *Permainan Bâjâng, Edukasi Lokal, Kemampuan Membaca*

ABSTRACT

widiyanto, achmad sugeng. Local education based bajang game (quartet) to develop the ability to read the 1st grade primary school student theme. Thesis, elementary-school education studies, teacher-and study-school, directional universities. Mentor: (1) tita tanjung sari, s.pd., m. Pd, (2) nisfil maghfiroh meita, s.pd., m.pd.

The lack of educational media at school and student reading ability led to this study. The study aims to produce locally designed bajang game products that in Indonesian quartets are designed to become local education-based quartets (quartets), know the level of worthiness, and know the first student response to the development of the game. The type of research and development (research and development) that USES research models according to thiagarajan (in sugiono, 2014) that define, design, development, and mitigation but because of the limitations of time, costs, and covid-19 of the plague, thus only 3 stages include define, design, and development. Instruments of data gathering are used the student interview sheet, the product validation sheet, test observation sheet, the index sheet, game guide, student response sheet. With the product validation consists of design, content, and use, for design percentages and use to obtain 100% percentages and content to gain percentage 95. The product testing phase is carried out by only 4 students, class 1 in patean village of sumenep district, due to the covid-19 pandemic. The result of a requestionnaire gets a 100% percentage with really good criteria. So developing local then education based bajang games to rain student reading skills on the 1 st grade elementary theme is worth using as a media in the study.

Keywords : Bâjâng play, local education, reading skills