

DEVELOPMENT OF KOKAI SUGAR LEARNING MEDIA

"GAME OF LADDER SNAKE AND MAGIC BOX" FOR CLASS XI HIGH SCHOOL

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Abstract: This research is motivated by the lack of effective learning in SMAN 1 Kademangan which is still conventional. Through learning media students are given convenience in understanding learning material. Media Kokai Sugar is an appropriate learning media to be used as a variation of learning in PPKn learning. This study aims to develop the Kokai Sugar Media “Game of Snake Ladder and Magic Box” for high school class XI. The research method used in this study is the R & D development model by Sugiyono. The subjects of this study were material experts, media experts, linguists, and 28 students of class XI IPA 2 of SMAN 1 Kademangan who had received material about the harmonization of human rights and obligations in the perspective of the Pancasila. The instruments of data collection in this study used material expert validation sheets, media expert validation sheets, language expert validation sheets, and student response questionnaires. The study produced a learning media in the form of Kokai Sugar “A Game of Snake Ladder and Magic Box.” After the revision, Kokai Sugar was included in the feasible category from the results of material validation with an average value of 3.21, media validation with an average value of 4.2, and language validation with an average value of 4.1. Thus, Kokai Sugar is worthy of being used as a learning medium in improving PPKn learning outcomes.

Keywords: Learning Media Development, Kokai Sugar

INTRODUCTION

The success of PPKn learning is more emphasized in the quality of the process by maximizing the infrastructure and learning media in the school. To find out the learning process of PPKn, researchers conducted direct observations at SMAN 1 Kademangan with a focus on class XI IPA 2 and XI IPS 2. Based on direct observations made, information was obtained that there were students who did not like the PPKn lesson because of the personal factors of the teaching material . Learning methods that are less varied only with lecture and discussion techniques so that many students feel bored. When viewed in terms of infrastructure provided by SMAN 1 Kademangan, it can be said to be adequate, but it has not been utilized maximally in the learning process.

Based on the above problems the researchers were motivated to provide a solution by developing the kokai sugar media for learning PPKn in high school. Kokai sugar media is used as an alternative learning media so that learning effectiveness can be improved. Kokai sugar is a learning medium by developing game techniques combined with PPKn learning material about Harmonizing Human Rights and Obligations in the Pancasila Perspective. With the kokai sugar learning media students are invited to learn and play in groups by answering the questions provided and following a predetermined path. So in this study the researchers chose the title "Development of kokai sugar media for class XI high school".

METHOD

This research uses research and development methods. Research and development is a process or steps to develop a new product or refine existing products that can be accounted for. Products developed are not always in the form of objects (hardware) but can also be in the form of software or software (Nana Syaodih Sukmadinata, 2015: 164). Definition of research and development methods according to Sugiyono (2012: 407) is a research method used to produce certain products, and test the effectiveness of these products. To be able to produce a good product, it must carry out analytical research according to the needs and effectiveness of the product.

There are some steps in this research, namely pre-research initial observations, design, development, expert validation, and revision. Initial observations were conducted at SMAN 1 Kademangan. Then, design and development were done to create Kokai Sugar learning media. Dealing with expert validation, there are three aspects that were assessed, namely media, material, and language. This process engaged lecturers and practitioners.

The data were obtained in the form of quantitative data and qualitative data. Qualitative data was obtained based on criticism and suggestions from the validator which was used as an the sources in repairing and refining the cocai sugar. Quantitative data is obtained from validation questionnaires by material expert validators.

RESULTS AND DISCUSSION

1. Product Design

The researcher began to design learning product designs with concepts in accordance with the material and basic competencies that had been set. The media is designed in accordance with the principles of visual design, student characteristics and functions, which is to overcome the problem of the limitations of the media used by the teacher. The initial product design is carried out by researchers by conventionally designing products. What the researchers did in the initial product design included:

- Make a ladder snake board using a corel draw then print a ladder snake board with 33 x 33 cm paper art paper.
- jars and designing stickers for materials into magic boxes.
- Make a question card with corel draw with a picture and write the question behind it.
- Make game instruction cards.

2. Material Design

The researcher determines the material to be delivered in the learning media that will be developed. The material is taken from one of the basic competencies of the PPKn subjects contained in the syllabus. After determining the material, the researchers also compiled the questions to be loaded in the snake ladder game. Based on competency standards and basic competencies mentioned in the analysis phase, the material contained in kokai sugar is as follows:

- 1) Concept of human rights and obligations
- 2) Substance of human rights and obligations in the Pancasila
- 3) Cases of human rights violations
- 4) Efforts to uphold human rights

3. Validation

The result of media validation obtained the overall score of respondents with an average value of 4.2. Therefore, this value is included in the category of decent. Meanwhile, the result of material validation obtained the overall score of respondents with an average value of 3.21. This value indicates that the media was in the the category of feasible. In terms of language, Kokai Sugar was also assessed feasible with an average value of 4.1.

CONCLUSION

Kokai sugar is a learning medium in the form of a snake-ladder board-shaped game consisting of 30 boxes. The Kokai sugar board was designed with corel draw and printed with art paper size 33 x 33 cm, small green dice containing one to six points, while pieces made from toy statues, number cards with 30 cards with questions according to human rights material. After the revision, Kokai Sugar was included in the feasible category from the results of media validation with an average value of 3.21, material validation with an average value of 4.2, and language validation with an average value of 4.1. Therefore, Kokai Sugar is worthy of being used as a learning media in improving PPKn learning outcomes.

SUGGESTION

This kokai sugar game was developed as a learning media for PPKn on the material of harmonization of human rights and obligations in the Pancasila perspective for class XI. For teachers, it can increase the role of kokai sugar as a learning media so that students can improve their learning outcomes. For further research, it can investigate the use of Kokai Sugar.

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