

**PENGEMBANGAN *GAME* EDUKASI PAPAN PETUALANGAN
BERBASIS *GAME* PADA MATERI KONSEP
BILANGAN DI KELAS III SD NEGERI
056589 TANJUNG SELAMAT
T.P 2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *game* edukatif papan petualangan pada materi konsep bilangan untuk pembelajaran Matematika kelas III SD Negeri 056589 Tanjung Selamat tahun pelajaran 2025/2026. Pengembangan dilakukan karena media yang digunakan sebelumnya belum memadukan unsur permainan sehingga siswa kurang aktif dan mudah bosan. Metode penelitian yang digunakan adalah *Research and Development (R&D)* dengan model yang di luncurkan oleh *Richey and Klein* yaitu model (*PPE*) yang meliputi tahap perencanaan, produksi, dan evaluasi. Instrumen penelitian terdiri atas lembar validasi ahli media dan ahli materi serta angket respon guru wali kelas III dan 12 Peserta didik kelas III. Hasil penelitian menunjukkan bahwa media memperoleh tingkat kevalidan sangat tinggi dengan persentase validasi ahli media sebesar 94% dan ahli materi sebesar 93%. Uji kepraktisan menunjukkan respon guru sebesar 94% dan respon siswa sebesar 98,5% dengan kategori sangat praktis. Oleh karena itu, media *game* edukatif papan petualangan dinyatakan sangat valid, sangat praktis, dan layak digunakan sebagai media pembelajaran matematika pada materi konsep bilangan di kelas III sekolah dasar.

Kata kunci: *Game* edukatif, Papan petualangan, Pengembangan.

**DEVELOPMENT OF AN ADVENTURE BOARD GAME-BASED
EDUCATIONAL GAME ON NUMBER CONCEPTS FOR
GRADE III STUDENTS AT SD NEGERI 056589
TANJUNG SELAMAT ACADEMIC
YEAR 2025/2026**

ABSTRACT

This study aims to develop an educational game-based learning media adventure board on the material of number concepts for Mathematics learning in grade III of SD Negeri 056589 Tanjung Selamat in the academic year 2025/2026. The development was carried out because the media used previously did not combine game elements so that students were less active and easily bored. The research method used is Research and Development (R&D) with a model launched by Richey and Klein, namely the (PPE) model which includes the planning, production, and evaluation stages. The research instrument consisted of validation sheets from media experts and material experts as well as questionnaires for responses from grade III homeroom teachers and 12 grade III students. The results showed that the media obtained a very high level of validity with a validation percentage of media experts of 94% and material experts of 93%. The practicality test showed a teacher response of 94% and a student response of 98.5% with a very practical category. Therefore, the educational game media adventure board is declared very valid, very practical, and suitable for use as a mathematics learning media on the material of number concepts in grade III of elementary school.

Keywords: *Adventure board game, development, educational game.*