

INTISARI

Metode ceramah jika terus dilakukan akan mengakibatkan santri cepat bosan dalam pembelajaran, sedangkan waktu proses pembelajaran sangatlah singkat maka pembelajaran hanya cukup untuk membaca Al Qur'an, sedangkan guru perlu mengajarkan para santri untuk mempelajari tentang hukum shalat dan taharah atau wudhu. Hal itu dialami guru dan santri di TPQ Masjid Baiturohmman, yang mengakibatkan santri merasa bosan, mengakibatkan santri lebih memilih bermain gadget saat pembelajaran. Penelitian ini menggunakan R&D (Research and Development), merupakan penelitian yang menghasilkan produk tertentu atau mengembangkan produk yang sudah ada, dan diuji kelayakannya. Hasil uji kevalidan ahli media sebesar 78,3% masuk dalam kriteria layak, dan berdasarkan penilaian dari ahli materi sebesar 97,1% masuk kedalam kriteria sangat layak. Berdasarkan hasil nilai pretest dan posttest, penerapan game edukasi santri soleh peningkatan belajar dari 7 santri setelah menggunakan game edukasi sebagai media pembelajaran memperoleh presentase peningkatan belajar sebesar 8,8%. Pengembangan game edukasi santri soleh mendapatkan respon positif dari santri dan guru TPQ Masjid Baiturrohman.

Kata kunci: Game edukasi, R&D, Sholat dan wudhu

ABSTRACT

The lecture method if continued will cause students to get bored quickly in learning, while the time of the learning process is very short, the learning is only enough to read the Qur'an, while the teacher needs to teach the students to learn about the laws of prayer and taharah or ablution. This was experienced by teachers and students at TPQ Masjid Baiturrohman, which resulted in students feeling bored, resulting in students preferring to play gadgets during learning. This research uses R&D (Research and Development), which is research that produces certain products or develops existing products, and is tested for feasibility. The results of the media expert validity test of 78.3% are included in the feasible criteria, and based on the assessment of the material expert of 97.1% into the very feasible category. Based on the results of the pretest and posttest scores, the application of the educational game santri soleh increased learning from 7 students after using educational games as learning media obtained a percentage of learning improvement of 8.8%. The development of the educational game santri soleh received a positive response from the students and teachers of TPQ Masjid Baiturrohman.

Keywords: Educational games, R&D, Sholat and ablution