

ABSTRAK

FITRI ANJANI: Pengembangan media *game* teka-teki silang matematika berbantuan *platform* wordwall pada materi peluang. **Program Studi Pendidikan Matematika FKIP Universitas Malikussaleh 2025.**

Rendahnya pemanfaatan media berbasis teknologi dalam pembelajaran matematika di SMK Negeri 1 Nisam menjadi latar belakang penelitian ini. Padahal, Kurikulum Merdeka mendorong penggunaan media pembelajaran yang inovatif, kontekstual, dan digital guna meningkatkan keterlibatan siswa secara aktif. Fakta di lapangan menunjukkan bahwa pendekatan konvensional masih mendominasi, yang menyebabkan siswa kurang fokus dalam belajar dan lebih tertarik pada aktivitas lain seperti bermain *game* atau mengakses media sosial. Meskipun sekolah telah mengizinkan penggunaan *smartphone* untuk mendukung pembelajaran, tetapi penggunaannya masih belum berjalan optimal. Tujuan dari penelitian ini adalah mengembangkan media *game* teka-teki silang matematika berbantuan *platform* wordwall pada materi peluang suatu kejadian. Metode penelitian yang digunakan dalam penelitian ini adalah *Research and Development* (R&D). Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Waktu penelitian ini dilaksanakan pada semester genap tahun ajaran 2024/2025 di Smk Negeri 1 Nisam. Subjek penelitian terdiri dari dua ahli media, dua ahli materi, 6 siswa pada uji coba kelompok kecil, serta 15 siswa pada uji coba kelompok besar. Berdasarkan hasil validasi, media dinyatakan sangat valid dengan rata-rata skor dari ahli media sebesar 94,21% dan ahli materi sebesar 90,00%. Uji coba kelompok kecil menunjukkan bahwa media tergolong praktis dengan skor rata-rata 89,72%. Hasil penilaian aktivitas guru memperoleh hasil sebesar 91,54% dan aktivitas siswa sebesar 93,50% dengan kriteria sangat praktis. Sementara itu, uji coba kelompok besar menunjukkan media efektif dengan tingkat ketuntasan belajar siswa mencapai 73,33%. Dengan demikian, media *game* teka-teki silang berbantuan *platform* wordwall layak digunakan dalam pembelajaran matematika karena terbukti sangat valid, sangat praktis, dan efektif.

Kata kunci: Pengembangan media, Teka-teki silang, Wordwall, Peluang, ADDIE.

ABSTRAK

FITRI ANJANI: *Development of a Math Crossword Puzzle Game Media Assisted by the Wordwall Platform on Probability Material. Mathematics Education Study Program, FKIP Universitas Malikussaleh, 2025.*

The low utilization of technology-based media in mathematics learning at SMK Negeri 1 Nisam is the background of this study. In fact, the Merdeka Curriculum encourages the use of innovative, contextual, and digital learning media to increase student engagement. On-the-ground observations reveal that conventional approaches still dominate, leading to students being less focused on learning and more interested in other activities such as playing games or accessing social media. Although the school has permitted the use of smartphones to support learning, their utilization remains suboptimal. The objective of this study is to develop a mathematics crossword puzzle game assisted by the Wordwall platform on the topic of the probability of an event. The research method used in this study is Research and Development (R&D). This study employs the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). The research was conducted during the second semester of the 2024/2025 academic year at SMK Negeri 1 Nisam. The research subjects consisted of two media experts, two subject matter experts, six students in the small-group trial, and 15 students in the large-group trial. Based on the validation results, the media was deemed highly valid, with an average score of 94.21% from the media experts and 90.00% from the subject matter experts. The small-group trial indicated that the media was practical, with an average score of 89.72%. The results of the teacher activity assessment were 91.54% and the student activity assessment was 93.50% with the criteria of very practical. Meanwhile, the large group trial showed that the media was effective with a student learning completion rate of 73.33%. Thus, the crossword puzzle game media assisted by the Wordwall platform is suitable for use in mathematics learning because it has been proven to be very valid, very practical, and effective.

Keywords: Media development, Crossword puzzles, Wordwall, Probability, ADDIE.