

ABSTRAK

Jumaidi Do Umar, 2022. Penggunaan Media *Ludo Word Game* Pada Materi Larutan Asam Basa Untuk Meningkatkan Motivasi Belajar Siswa Kelas XI SMA Negeri 3 Kota Ternate. Dibimbing oleh Abdul Rasid Saraha dan Topan Setiawan

Penelitian ini dilakukan untuk mengetahui penggunaan media *Ludo Word Game* terhadap motivasi belajar siswa kelas XI SMA Negeri 3 Kota Ternate pada materi Larutan Asam Basa. Jenis penelitian yang digunakan adalah penelitian eksperimen dengan desain *one-shot case study*. Populasi dalam penelitian adalah kelas XI IPA 2 berjumlah 20 siswa dengan teknik pengambilan sampel yaitu sampling jenuh. Instrumen yang digunakan berupa angket validasi media, angket validasi materi, angket motivasi belajar siswa dan angket respon siswa. Data penelitian yang didapatkan dianalisis menggunakan analisis deskriptif kuantitatif. Berdasarkan penilaian dari validator media memperoleh nilai 79% dengan kategori valid, validator materi memperoleh nilai 79% dengan kategori valid, uji minat dan motivasi siswa diperoleh nilai rata-rata indikator 81% dengan kategori sangat baik, dan uji respon siswa diperoleh nilai rata-rata indikator 85% dengan kategori sangat baik. Berdasarkan data yang diperoleh tersebut, dapat dikatakan penggunaan media *Ludo Word Game* pada materi larutan asam basa dapat meningkatkan motivasi belajar siswa.

Kata Kunci : Media *Ludo Word Game*, motivasi belajar siswa, Larutan Asam Basa

ABSTRACT

Jumaidi Do Umar, 2022. Use of *Ludo Word Game* Media on Acid-Base Solution Materials to Improve Learning Motivation of Class XI Students of SMA Negeri 3 Ternate City. Supervised by Abdul Rasid Saraha and Topan Setiawan

This research was conducted to determine the use of *Ludo Word Game* media on the learning motivation of class XI students of SMA Negeri 3 Ternate City on Acid-Base Solution material. The type of research used is experimental research with a one-shot case study design. the population in the study was class XI IPA 2 totaling 20 students with a sampling technique that is saturated sampling. The instruments used were media validation questionnaires, material validation questionnaires, student learning motivation questionnaires and student response questionnaires. The research data obtained were analyzed using quantitative descriptive analysis. based on the assessment of the media validator, the score was 79% in the valid category, the material validator scored 79% in the valid category, the student interest and motivation test obtained an average indicators value of 81% with a very good category, and the student response test obtained an average indicator value of 85% with a very good category. Based on the data obtained, it can be concluded that the use of *Ludo Word Game* media on acid-base solution material can increase students learning motivation.

Keywords: Media *Ludo Word Game*, student learning motivation, Acid-Base Solution