

ABSTRACT

Desmawati Roza. 2020. Development of Educational Games Based on Creative Problem Solving Learning Models to Improve Early Childhood Mathematical Logic Intelligence in Fadhilah Amal 3 Kindergarten, Padang. Thesis. Early Childhood Education Masters Study Program, Faculty of Education, Universitas Negeri Padang.

The ideal learning is learning that is in accordance with the needs so that learning objectives are achieved. Most children often spend time using their smartphones to play games, thereby reducing their time for learning. So one way that can be done besides monitoring its use is creating child-friendly games or having a positive impact on children's intelligence, especially mathematical logic, namely by developing educational games based on creative problem solving learning models to improve early childhood mathematics logic intelligence. This study aims to produce educational games based on creative problem solving learning models to improve mathematical logic intelligence in early childhood that is valid, practical, and effective. This study uses the ADDIE model development method (Analysis, Design, Development, Implementation, and Evaluation). The results of the validity of educational games based on creative problem solving learning models to improve mathematics logic intelligence in early childhood are declared valid and the results of the feasibility of the media are very suitable for use, with an average score of Aiken's V by material experts of 0.81 and the average score of Aiken's V by media experts, namely 0.95. The practical results of educational games based on creative problem solving learning models to improve mathematics logic intelligence in early childhood are stated to be very practical, with an average percentage of practicality that is 92%. The result of the percentage of effectiveness is 87% and educational games based on creative problem solving learning models to improve mathematics logic intelligence in early childhood are stated as very effective. It can be concluded that educational game media based on creative problem solving learning models to improve early childhood mathematical logic intelligence are valid, practical and effective.

ABSTRAK

Desmawati Roza. 2020. Pengembangan Permainan Edukasi Berbasis Model Pembelajaran *Creative Problem Solving* untuk Meningkatkan Kecerdasan Logika Matematika Anak Usia Dini di Taman Kanak-kanak Fadhilah Amal 3 Padang. Tesis. Program Studi Magister Pendidikan Anak Usia Dini Fakultas Ilmu Pendidikan Universitas Negeri Padang.

Pembelajaran yang ideal yaitu pembelajaran yang sesuai dengan kebutuhan sehingga tercapai tujuan pembelajaran. Sebagian besar anak sering menghabiskan waktu menggunakan *Smartphone* untuk bermain Permainan sehingga mengurangi waktu untuk belajar. Maka salah satu cara yang bisa dilakukan selain mengawasi penggunaannya yaitu menciptakan permainan yang ramah anak atau berdampak positif terhadap kecerdasan anak terutama logika matematika yaitu dengan mengembangkan permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini. Penelitian ini bertujuan untuk menghasilkan permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini yang valid, praktis, dan efektif. Penelitian ini menggunakan metode pengembangan model ADDIE (*Analisis, Desain, Development, Implementation, dan Evaluation*). Hasil validitas permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini dinyatakan valid dan hasil kelayakan media sangat layak digunakan, dengan nilai rata-rata Aiken's V oleh ahli materi yaitu 0,81 dan hasil nilai rata-rata Aiken's V oleh ahli media yaitu 0,95. Hasil praktikalitas permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini dinyatakan sangat praktis, dengan hasil rata-rata persentase praktikalitas yaitu 92 %. Hasil presentase efektivitas yaitu 87 % dan permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini dinyatakan sangat efektif sebagai. Dapat disimpulkan media permainan edukasi berbasis model pembelajaran *creative problem solving* untuk meningkatkan kecerdasan logika matematika anak usia dini dinyatakan valid, praktis dan efektif.