

**PENERAPAN MODEL GAME BASED LEARNING
BERBANTUAN MEDIA TABU BEDAH TERHADAP
PENINGKATAN PEMAHAMAN KONSEP KEBERAGAMAN
BUDAYA SISWA KELAS IV SDN PEPEDAN**

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ABSTRACT

Laporan kinerja ini bertujuan untuk meningkatkan pemahaman konsep keberagaman budaya siswa kelas IV SDN Pepedan melalui penerapan Model Game Based Learning berbantuan media Tabu Bedah (Taman Budaya Keberagaman Daerah). Latar belakang penelitian ini adalah rendahnya pemahaman siswa terhadap konsep keberagaman budaya yang bersifat abstrak dan kurang menarik jika diajarkan secara konvensional. Pendekatan Game Based Learning dipilih karena kemampuannya dalam menciptakan suasana belajar yang interaktif, menyenangkan, dan memotivasi siswa untuk aktif terlibat dalam pembelajaran. Media Tabu Bedah dirancang untuk mendukung model game based learning dengan menyajikan identitas budaya yang kaya dan beragam di Indonesia dalam bentuk permainan yang menantang dan edukatif. Hasil penelitian menunjukkan adanya peningkatan signifikan pemahaman konsep keberagaman budaya siswa setelah penerapan model Game Based Learning berbantuan Media Tabu Bedah. Sebelum penerapan model Game Based Learning berbantuan Media Tabu Bedah pemahaman siswa masih tergolong rendah 48%, setelah penerapan model Game Based Learning berbantuan Media Tabu Bedah pemahaman siswa meningkat 86% dan aktivitas serta antusiasme siswa selama pembelajaran juga meningkat. Disimpulkan bahwa Model Game Based Learning berbantuan Model Media Tabu Bedah efektif dalam meningkatkan pemahaman konsep keberagaman budaya siswa kelas IV SDN Pepedan. Penelitian ini merekomendasikan penggunaan konsep model dan media serupa dalam pembelajaran materi lain yang membutuhkan pemahaman konsep mendalam.

Kata kunci: *Game Based Learning, Tabu bedah, Keberagaman Budaya*

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This performance report aims to enhance Grade IV Students' understanding of cultural diversity concepts at SDn Pepedan through the implementation of a Game-Based Learning Model assisted by Tabu Bedah media (Taman Budaya Keberagaman Daerah / Regional Cultural Diversity Park). The background of the research is the low understanding of cultural diversity concept among students, which are abstract and less engaging when taught conventionally. The and motivating learning atmosphere encourages active student participation. The Tabu Bedah media was designed to support the game-based learning model by presenting Indonesia's rich and diverse cultural identities in a challenging and educational game format. The research results show a significant increase in student's understanding of cultural diversity concepts after the implementation of the Game-Based Learning model assisted by Tabu Bedah media. Before the implementation, student's understanding was still categorized as low at 48%. After the implementation their understanding increased to 86% and student's activity and enthusiasm during learning also improved. It is concluded that Game-Based Learning Model assisted by Tabu Bedah media is effective in improving Grade IV student's understanding of cultural diversity concepts at SDN IV Pepedan. The research recommends using similar models and media in teaching other subjects that require a deep conceptual understanding.

Keywords: Game-Based Learning, Tabu Bedah, Cultural Diversity