EFEKTIVITAS MODEL PEMBELAJARAN *GAME-BASED LEARNING* BERBANTUAN MEDIA *SMART ALPHABET BOX* TERHADAP KEMAMPUAN MEMBACA PERMULAAN SISWA SD N 01 WALANGSANGA

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis efektivitas model pembelajaran **Game-Based Learning** berbantuan media **Smart Alphabet Box** dalam meningkatkan kemampuan membaca permulaan siswa sekolah dasar. **Smart Alphabet Box** merupakan media pembelajaran interaktif yang dirancang untuk membantu siswa mengenali huruf, menyusun suku kata, dan membaca kata sederhana dengan lebih efektif. Metode penelitian yang digunakan adalah **penelitian kuasi eksperimen** dengan pendekatan **pre-test dan post-test** terhadap 10 siswa kelas 1 hingga kelas 4 di SDN 01 Walangsanga yang mengalami kesulitan membaca. Teknik pengumpulan data meliputi **observasi**, **tes membaca**, serta **wawancara** dengan guru dan siswa. Hasil penelitian menunjukkan bahwa sebelum implementasi, kemampuan membaca siswa masih tergolong rendah, dengan rata-rata pengenalan huruf sebesar **48%**, membaca suku kata **38%**, dan membaca kata sederhana **28%**. Setelah penerapan **Smart Alphabet Box**, terjadi peningkatan yang signifikan, di mana rata-rata pengenalan huruf meningkat menjadi **86%**, membaca suku kata **76%**, dan membaca kata sederhana **71%**. Wawancara dengan guru dan siswa juga menunjukkan respons yang positif terhadap media pembelajaran ini. Guru menyatakan bahwa metode ini lebih menarik dibandingkan pembelajaran konvensional, sedangkan siswa merasa lebih percaya diri dan antusias dalam belajar membaca. Berdasarkan hasil penelitian ini, dapat disimpulkan bahwa penggunaan **Smart Alphabet Box** dalam model pembelajaran berbasis permainan dapat menjadi solusi efektif

dalam meningkatkan keterampilan membaca permulaan siswa sekolah dasar.

Kata kunci: Game-Based Learning, Smart Alphabet Box, Membaca Permulaan,Media Pembelajaran Interaktif, Sekolah Dasar

THE EFFECTIVENESS OF THE GAME-BASED LEARNING MODEL WITH SMART ALPHABET BOX MEDIA FOR EARLY READING SKILLS OF ELEMENTARY SCHOOL STUDENTS AT SDN 01 WALANGSANGA

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ABSTRACT

This study aims to analyze the effectiveness of the **Game-Based Learning** model assisted by the **Smart Alphabet Box** in improving early reading skills among elementary school students. The **Smart Alphabet Box** is an interactive learning media designed to help students recognize letters, form syllables, and read simple words more effectively. The research employed a **quasi-experimental method** with a **pre-test and post-test approach** involving 10 students from grades 1 to 4 at **SDN 01 Walangsanga** who faced reading difficulties. Data collection techniques included **observations**, **reading tests**, and **interviews** with teachers and students. The results showed that before implementation, students' reading ability was relatively low, with an average letter recognition score of **48%**, syllable reading **38%**, and simple word reading **28%**. After implementing the **Smart Alphabet Box**, there was a significant improvement, with average letter recognition increasing to **86%**, syllable reading to **76%**, and simple word reading to **71%**. Interviews with teachers and students also indicated positive responses toward this learning medium. Teachers acknowledged that this method was more engaging compared to conventional reading instruction, while students felt more confident and enthusiastic about learning to read. Based on these findings, it can be concluded that the use of the **Smart Alphabet Box** within a game-based learning model is an effective solution for improving early reading skills among elementary school students.

Keywords: Game-Based Learning, Smart Alphabet Box, Early Reading, Interactive Learning Media, Elementary School.