

PEMANFAATAN APLIKASI MEMBACA “BERSAMA BUDI” PADA MEMBACA PERMULAAN DI SDN PAMEKARAN II

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui manfaat media aplikasi membaca “bersama budi” pada kesulitan membaca permulaan siswa kelas V SDN Pamekaran II. Jenis penelitian yang digunakan adalah kualitatif. Responden yang digunakan dalam penelitian ini adalah 1 orang guru kelas V dan 1 siswa kelas V SDN Pamelakaran II. Teknik Analisis Data yang digunakan yaitu Reduksi data, penyajian data, dan verifikasi kesimpulan. Teknik pengumpulan data melalui triangulasi data yaitu observasi, wawancara, dan dokumentasi. Berdasarkan Hasil observasi dan wawancara diketahui bahwa media *game* edukatif membaca “bersama budi” bermanfaat terhadap kemampuan membaca permulaan pada siswa kelas V di SDN Pamekaran II. Pemanfaatan tersebut diduga karena kemenarikan media *game* edukatif aplikasi membaca “bersama budi”. Komponen materi membaca permulaan yang disajikan sedemikian rupa dalam aplikasi *game* edukatif tersebut mampu menarik perhatian subjek penelitian, sehingga subjek merasa lebih senang mengikuti pembelajaran membaca permulaan. Komponen materi membaca permulaan yang disertai gambar serta suara juga mendukung pemanfaatan media *game* edukatif, karena subjek menjadi lebih mudah dalam menerima informasi serta memahami materi pembelajaran membaca permulaan.

Kata Kunci : Membaca Permulaan, Aplikasi Membaca Bersama Budi

**UTILIZATION OF THE “BERSAMA BUDI” READING APPLICATION
FOR BEGINNING READING AT SDN PAMEKARAN II**

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ABSTRACT

This study aims to determine the benefits of reading application media "with the mind" on the difficulty of reading the beginning of the fifth grade students of SDN Pamekaran II. This research is a type of qualitative research. The respondents used in this study were 1 class V teacher and 1 class V student at SDN Pamekaran II. The data analysis techniques used were data reduction, data presentation, and conclusion verification. Data collection techniques through data triangulation, namely observation, interviews, and documentation. Based on the results of observations and interviews, it is known that the educational game media reading "with the mind" is beneficial for the initial reading ability of fifth grade students at SDN Pamekaran II. The use is suspected to be due to the attractiveness of the educational game media application to read "with the mind". The components of the initial reading material presented in such an educational game application are able to attract the attention of the research subject, so that the subject feels more comfortable following the initial reading lesson. The components of the initial reading material accompanied by pictures and sounds also support the use of educational game media, because the subject becomes easier to receive information and understand the initial reading learning material.

Keywords: Beginning Reading, Reading Application with Budi