

**THE DEVELOPMENT OF MEDIA GAME SETAPARULA THEME
INDONESIA CULTURE IN LEARNING SOCIAL STUDIES FOR GRADE IV
PRIMARY SCHOOL
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ABSTRACT

This development aims to produce a product which name Setaparula Theme Indonesian Culture Media Game on the subject is variety of Indonesian culture. From analysis data can be conclude that teacher need a learning media that can help teacher to convey about the lesson to the student. The model that used to develop this media is Borg and Gall. Setaparula Theme Indonesian Culture Media Game have been tested to the expert review that consisted of three experts, such as materials expert, media expert, and linguists. The average results from expert reviews is 94,37%. Moreover, this game have trials test which is consist three steps, three student in one to one, eight student in small group, and twenty five student in field test. The average from student evaluation is improve from 95% in small group to 99% in field test. It proved that Setaparula Theme Indonesian Culture Media Game is appropriate and ready to use for learning social studies in grade IV primary school.

Keywords: Learning media, setaparula theme Indonesian culture media game, Indonesia culture.