

## ABSTRACT

**Fitri Mardotillah** (2023), Development of Snakes and Ladders Game Media in Increasing Student Learning Interest in Class III Mathematics at SDN 3 Lendang Nangka for the 2023 /2024 Academic Year. Thesis, Primary School Teacher Education Study Program (PGSD) Faculty of Education (FIP) Hamzanwadi University 2023.

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This research was conducted with the aim of developing learning media for the Snake and Ladder Game to increase student interest in learning at SDN 3 Lendang Nangkan using *the Borg and Gall* research design that Consists of 10 stages then simplified into seven steps, namely: (1) research and data collection, (2) planning, (3) initial product development, (4) trials on a limited scale, ( 5) revision of trial results, (6) field trials, (7) revision of the final product. This research was conducted on grade III students of SDN 3 Lendang Nangka. Data collection techniques used in this study included validation sheets and questionnaires of student responses to snake and ladder game learning media using a scale of five for testing validation. The results of this study showed that the results of material expert validation were in the "very good" category with a score range of  $X > 41.8$  with a total score of 45 and an average of 4.5. The results of the media expert validation test are categorized as "good" with a score range of  $67.96 < X < 83.9$  with a total score of 83 and an average of 4.15. While the results of the student response questionnaire are in the very good category with a score range of  $X > 83.9$  with a total score of 85.1, so it can be concluded, learning media The snakes and ladders game developed is suitable to be used as a support for teaching and learning activities in schools.

**Keywords:** Snakes and ladders game learning media, learning interest