

**PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO
SCRIBE BERNUANSA BUDAYA BALI UNTUK
MENINGKATKAN HASIL BELAJAR
IPA SISWA KELAS V SD**

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ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan media pembelajaran *video scribe* bernuansa budaya Bali dan mengetahui pengaruhnya terhadap hasil belajar IPA siswa kelas V sekolah dasar. Model pengembangan yang digunakan dalam penelitian ini adalah model ADDIE yang memiliki beberapa tahap yaitu tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi, dan tahap evaluasi. Subjek pengembangan penelitian yaitu *video scribe* sedangkan objek pengembangan *prototype*, *acceptability*, dan efektivitas. Subjek uji efektivitas penelitian yaitu siswa sedangkan objeknya hasil belajar. Metode pengumpulan data yang digunakan yaitu metode tes untuk uji efektivitas, *rating scale* untuk uji kebertrimaan dan respon pengguna media. Hasil analisis data yang diperoleh yaitu hasil kebertrimaan (*acceptability*) ahli 0,9, respon guru yaitu 99,3% dan respon siswa yaitu 98,7% seluruhnya dikualifikasikan sangat baik. Sedangkan uji efektivitas media *video scribe* mendapatkan rata-rata nilai hasil belajar sebelum dan sesudah diberikan perlakuan. Rata-rata nilai sebelum diberikan perlakuan yaitu 69 sedangkan rata-rata nilai 91 setelah diberikan perlakuan dan mendapatkan nilai signifikansi 2 arah (*2-tailed*) 0,000 lebih kecil dari 0,005 jadi, H_0 ditolak dan H_1 diterima, sehingga dapat disimpulkan bahwa terdapat perbedaan hasil belajar yang signifikan siswa kelas V SD setelah belajar menggunakan media *Video Scribe* bernuansa budaya Bali. Berdasarkan hasil kebertrimaan, respon pengguna dan efektivitas media pembelajaran *video scribe* sudah layak untuk digunakan.

Kata kunci: Media, *Video scribe*, Hasil belajar

ABSTRACT

The purpose of this study was to develop a video scribe learning media with Balinese cultural nuances and to find out its effect on the learning outcomes of fifth grade elementary school students in science. The development model used in this study is the ADDIE model which has several stages, namely the analysis stage, the design stage, the development stage, the implementation stage, and the evaluation stage. The subject of research development is video scribe, while the object of development is prototype, acceptability, and effectiveness. The subject of the research effectiveness test is students while the object is learning outcomes. The data collection method used is the test method for effectiveness testing, rating scale for acceptance testing and media user responses. The results of the analysis of the data obtained are the results of expert acceptance (acceptability) of 0.9, the teacher's response is 99.3% and the student response is 98.7%, all of which are qualified very well. While the test of the effectiveness of the video scribe media got the average value of learning outcomes before and after being given treatment. The average value before being given treatment is 69 while the average value is 91 after being given treatment and getting a 2-way (2-tailed) significance value of 0.000 is smaller than 0.005 so, H₀ is rejected and H₁ is accepted, so it can be concluded that there are differences in learning outcomes which is significant for fifth grade elementary school students after learning to use Video Scribe media with Balinese cultural nuances. Based on the results of the acceptance, the user's response and the effectiveness of the video scribe learning media are feasible to use.

Keywords: Media, Video scribe, Learning outcomes

