

**PENGEMBANGAN DIGITAL CULTURE BASED STORYTELLING  
BERBASIS CERITA RAKYAT NUSANTARA (DICTOR CAKSANTA)  
UNTUK MEMBENTUK KARAKTER PESERTA DIDIK  
DI SEKOLAH DASAR.**

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**ABSTRAK**

Penelitian pengembangan ini bertujuan untuk (1) menghasilkan *prototype* multimedia DICTOR CAKSANTA untuk membentuk karakter siswa sekolah dasar, (2) menghasilkan multimedia DICTOR CAKSANTA yang telah teruji validitas isinya, (3) menghasilkan multimedia DICTOR CAKSANTA yang telah teruji respon gurunya, (4) menghasilkan multimedia DICTOR CAKSANTA yang telah teruji respon siswanya, dan (5) menghasilkan multimedia DICTOR CAKSANTA yang telah teruji efektivitasnya. Penelitian ini menggunakan model *ADDIE*. Data penelitian dikumpulkan dengan metode observasi, wawancara, dokumentasi, *rating scale*, dan angket. Hasil penelitian pegembangan ini berupa (1) DICTOR CAKSANTA merupakan kependekan dari digital *culture based storytelling* berbasis cerita rakyat nusantara yang dikemas menjadi sebuah multimedia digital untuk membentuk karakter peserta didik di sekolah dasar. DICTOR CAKSANTA diproses dengan menggabungkan beberapa objek, seperti gambar, teks, video, grafik, dan musik yang dikemas menjadi sebuah multimedia berupa video, (2) tingkat validitas isi multimedia DICTOR CAKSANTA mendapatkan hasil 0,9 sehingga dinyatakan validitas isi tinggi, (3) hasil analisis respon guru terhadap multimedia DICTOR CAKSANTA mendapatkan hasil rata-rata 100% sehingga dinyatakan validitas sangat baik, (4) hasil analisis respon siswa terhadap multimedia DICTOR CAKSANTA mendapatkan hasil rata-rata 88% sehingga dinyatakan validitas baik, (5) hasil analisis efektivitas multimedia DICTOR CAKSANTA memperoleh hasil  $0,000 < 0,05$ , artinya produk signifikan terhadap pembentukan karakter siswa kelas IV B SD Negeri 8 Banjar Anyar setelah belajar menggunakan multimedia DICTOR CAKSANTA.

**Kata Kunci:** Multimedia Digital, *Culture Based Storytelling*, Cerita Rakyat Nusantara, Karakter, DICTOR.

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***ABSTRACT***

*This development research aims to (1) produce a multimedia prototype of DICTOR CAKSANTA to shape the character of elementary school students, (2) produce a multimedia DICTOR CAKSANTA that has been tested for its content validity, (3) produce a multimedia DICTOR CAKSANTA that has been tested by the teacher's response, (4) produce DICTOR CAKSANTA multimedia which has been tested for student responses, and (5) produces DICTOR CAKSANTA multimedia which has been tested for effectiveness. This study uses the ADDIE model. The research data were collected by means of observation, interviews, documentation, rating scale, and questionnaires. The results of this development research are (1) DICTOR CAKSANTA which stands for digital culture based storytelling based on Indonesian folklore which is packaged into a digital multimedia to shape the character of students in elementary schools. DICTOR CAKSANTA is processed by combining several objects, such as images, text, videos, graphics, and music that are packaged into a multimedia in the form of video, (2) the level of validity of the multimedia content of DICTOR CAKSANTA gets a result of 0.9 so that it is declared high content validity, (3) the results of the analysis of the teacher's response to the multimedia DICTOR CAKSANTA get an average result of 100% so that the validity is very good, (4) the results of the analysis of student responses to the multimedia DICTOR CAKSANTA get an average result of 88% so that it is declared good validity, (5) the results of the effectiveness analysis DICTOR CAKSANTA multimedia obtained a result of  $0.000 < 0.05$ , meaning that the product was significant for the character formation of the fourth grade B students of SD Negeri 8 Banjar Anyar after learning to use DICTOR CAKSANTA multimedia.*

**Keywords:** *Digital Multimedia, Culture Based Storytelling, Indonesian Folklore, Character, DICTOR*