

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS  
SPARKOL VIDEOSCRIBE MATERI AKSARA BALI  
KELAS IV SD NO 1 BENOA KABUPATEN BADUNG  
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**ABSTRAK**

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun rancang bangun media pembelajaran berbasis *sparkol videoscribe* materi aksara Bali dan (2) mendeskripsikan kelayakan media pembelajaran berbasis *sparkol videoscribe* materi aksara Bali. Penelitian pengembangan ini menggunakan model ADDIE. Metode dan instrumen pengumpulan data menggunakan kuesioner. Metode analisis data yang digunakan yaitu analisis deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa (1) rancang bangun media pembelajaran dikembangkan berdasarkan pada tahapan ADDIE dan memperoleh skor persentase 100,00%. (2) hasil validitas pengembangan media pembelajaran berdasarkan penilaian dari ahli isi diperoleh skor persentase sebesar 97,72%. Ahli desain pembelajaran diperoleh skor persentase sebesar 90,00%. Ahli media pembelajaran diperoleh skor persentase sebesar 91,07%, masing-masing memperoleh kualifikasi sangat baik. Hasil uji coba perorangan diperoleh skor persentase sebesar 96,43%. Sedangkan hasil uji coba kelompok kecil skor persentase sebesar 95,23% masing-masing memperoleh kualifikasi sangat baik. Berdasarkan hasil yang diperoleh maka dapat disimpulkan bahwa media pembelajaran berbasis *sparkol videoscribe* layak digunakan dalam materi aksara Bali kelas IV SD No 1 Benoa Kabupaten Badung Tahun Pelajaran 2021/2022.

Kata Kunci : Pengembangan, media pembelajaran, *sparkol videoscribe*, aksara Bali

## **ABSTRACT**

*This study aims to (1) describe the design and construction of learning media based on sparkol videoscribe for Balinese script materials and (2) describe the feasibility of learning media based on sparkol videoscribe for Balinese script materials. This development research uses the ADDIE model. Methods and instruments of data collection using a questionnaire. The data analysis method used is quantitative descriptive analysis. The results showed that (1) the design of learning media was developed based on the ADDIE stage and obtained a percentage score of 100.00%. (2) the results of the validity of the development of learning media based on the assessment of content experts obtained a percentage score of 97.72%. Learning design experts obtained a percentage score of 90.00%. Learning media experts obtained a percentage score of 91.07%, each of whom obtained very good qualifications. The results of individual trials obtained a percentage score of 96.43%. While the results of the small group trial, the percentage score of 95.23% each obtained very good qualifications. Based on the results obtained, it can be concluded that the sparkol videoscribe-based learning media is suitable for use in the fourth grade Balinese script material at SD No. 1 Benoa, Badung Regency, in the 2021/2022 academic year.*

**Keywords:** *development, learning media, sparkol videoscribe, Balinese script*

