

ABSTRAK

Prayoga, Putu Sandhita (2022), *Pengembangan Multimedia Pembelajaran Interaktif Bermuatan Kearifan Lokal Permainan Tradisional Bali Pada Pembelajaran Tematik Kelas V SD*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I: Prof. Dr. Desak Putu Parmiti, M.S. dan Pembimbing II: Dr. I Gede Margunayasa, S.Pd., M.Pd.

Kata-kata kunci : multimedia pembelajaran interaktif, kearifan lokal permainan tradisional Bali, pembelajaran tematik kelas V SD

Penelitian ini bertujuan untuk menghasilkan Multimedia Pembelajaran Interaktif Bermuatan Kearifan Lokal Permainan Tradisional Bali Pada Pembelajaran Tematik Kelas V SD yang valid, praktis dan efektif meningkatkan hasil belajar tematik siswa. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model *ADDIE* (*analyze, design, development, implementation, evaluation*). Instrumen pada penelitian ini yaitu kuesioner/angket validasi dan kepraktisan, serta tes pilihan ganda. Analisis data menggunakan analisis deskriptif kuantitatif dan statistik inferensial. Hasil penelitian ini adalah (1) Multimedia Pembelajaran Interaktif Bermuatan Kearifan Lokal Permainan Tradisional Bali Pada Pembelajaran Tematik Kelas V SD dalam bentuk aplikasi yang dapat diinstal pada *smartphone*. (2) Persentase tingkat pencapaian validitas dan kepraktisan berdasarkan uji coba yaitu: (a) Ahli media pembelajaran sebesar 95,79% dengan kualifikasi "Sangat Valid dan Layak digunakan"; (b) Ahli isi/konten pembelajaran tematik SD yaitu sebesar 93,85% dengan kualifikasi "Sangat Valid dan Layak digunakan"; (c) Uji coba oleh praktisi yaitu sebesar 97,33% dengan kualifikasi "Sangat Praktis dan Menarik"; (d) Uji coba oleh siswa sebesar 98,33% dengan kualifikasi "Sangat Praktis dan Menarik". (3) Berdasarkan perhitungan hasil *pretes* dan *postes* dengan uji-t sampel berkorelasi diketahui bahwa rata-rata nilai *pretes* sebesar 11,52 dan *postes* sebesar 15,89 dengan nilai sig. (*2-tailed*) kurang dari 0,05. Berdasarkan hasil tersebut dapat disimpulkan bahwa Multimedia Pembelajaran Interaktif Bermuatan Kearifan Lokal Permainan Tradisional Bali Pada Pembelajaran Tematik Kelas V SD valid, praktis dan efektif untuk meningkatkan hasil belajar tematik siswa.

ABSTRACT

Prayoga, Putu Sandhita (2022), *Development of Interactive Learning Multimedia Containing Local Wisdom Balinese Traditional Games in Thematic Learning for Grade V Elementary School. Thesis, Elementary Education, Post Graduate Study Program, Ganesha University of Education.*

This thesis has been supervised and approved by Supervisor I: Prof. Dr. Desak Putu Parmiti, M.S. and Supervisor II: Dr. I Gede Margunayasa, S.Pd., M.Pd.

Key words: interactive multimedia learning, local wisdom of traditional Balinese games, thematic learning for fifth grade elementary school

This study aims to produce Interactive Learning Multimedia Loaded with Local Wisdom Balinese Traditional Games in Class V Elementary School Thematic Learning that is valid, practical and effective in improving students' thematic learning outcomes. This research is a development research using the ADDIE model (analyze, design, development, implementation, evaluation). The instruments in this research are validation and practicality questionnaires, as well as multiple choice tests. Data analysis used quantitative descriptive analysis and inferential statistics. The results of this study are (1) Interactive Learning Multimedia Loaded with Local Wisdom Balinese Traditional Games in the Thematic Learning for Class V Elementary School in the form of an application that can be installed on a smartphone. (2) The percentage of the level of achievement of validity and practicality based on trials, namely: (a) Experts in learning media are 95.79% with the qualification "Very Valid and Appropriate to use"; (b) Elementary school thematic learning content experts, namely 93.85% with the qualification "Very Valid and Appropriate to use"; (c) Practitioners' trials amounted to 97.33% with the qualification "Very Practical and Interesting"; (d) Testing by students was 98.33% with the qualification "Very Practical and Interesting". (3) Based on the calculation of the results of the pretest and pos-test with a correlated sample t-test, it is known that the average pretest score is 11.52 and the posttest score is 15.89 with a sig. (2-tailed) is less than 0.05. Based on these results, it can be concluded that the Interactive Learning Multimedia Containing Local Wisdom Balinese Traditional Games in Class V Elementary School Thematic Learning is valid, practical and effective for improving students' thematic learning outcomes.