

ABSTRAK

Suirta, I Made (2022), *Pengembangan Media Pembelajaran Interaktif Berbasis Android Berorientasi Kearifan Lokal Pada Muatan IPA Topik Benda Tunggal Dan Campuran Kelas V Sekolah Dasar Gugus IV Blahbatuh*, Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata kunci: media pembelajaran interaktif, *android*, kearifan lokal, benda tunggal dan campuran.

Penelitian ini bertujuan (1) mengetahui karakteristik Media Pembelajaran Interaktif Berbasis *Android* Berorientasi Kearifan Lokal Muatan IPA Topik Benda Tunggal dan Campuran Kelas V SD, (2) mengetahui validitas Media Pembelajaran Interaktif Berbasis *Android* Berorientasi Kearifan Lokal Muatan IPA Topik Benda Tunggal dan Campuran Kelas V SD, (3) mengetahui kepraktisan Media Pembelajaran Interaktif Berbasis *Android* Berorientasi Kearifan Lokal Muatan IPA Topik Benda Tunggal dan Campuran Kelas V SD. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model *ADDIE* (*analyze, design, development, implementasi, evaluation*). Namun, dalam keterbatasan waktu pelaksanaan pembelajaran tatap muka terbatas, biaya, dan tenaga penelitian sampai pada tahap *development* (pengembangan). Instrumen pada penelitian ini, yaitu, kuisioner validasi dan kepraktisan. Metode pengumpulan data yang digunakan adalah kuisioner dengan lembar penilaian uji validasi kepada 5 ahli yang bertujuan untuk memperoleh data tingkat validitas dan uji coba skala kecil terhadap 6 guru dan 10 siswa yang bertujuan memperoleh data kepraktisan hasil pengembangan media. Analisis data menggunakan analisis deskriptif kualitatif dan analisis data deskriptif kuantitatif. Hasil penelitian ini adalah (1) Karakteristik Media Pembelajaran Interaktif Berbasis *Android* Berorientasi Kearifan Lokal Bali Muatan IPA Topik Benda Tunggal dan Campuran Kelas V SD dapat memenuhi kebutuhan belajar berdiferensiasi dengan interaktifitas pada teks, audio, video dan *game* dalam bentuk aplikasi yang dapat diinstal pada *smartphone* dan di akses melalui *web*, (2) hasil validitas dan kepraktisan berdasarkan uji coba, yaitu, (a) hasil validasi oleh ahli materi menggunakan rumus Lawshe's memperoleh nilai CVI sebesar 0,96 berada pada rentang 0,68 - 1,00 memiliki kevalidan berada pada kategori keputusan "Sangat Baik"; (b) hasil validasi ahli media memperoleh nilai CVI sebesar 1,00 berada pada rentang 0,68 - 1,00 memiliki kevalidan berada pada kategori keputusan "Sangat Baik"; (c) hasil uji coba skala kecil menggunakan rumus *mean* untuk guru diperoleh rerata skor sebesar 4,7 dan uji coba skala kecil untuk siswa diperoleh skor sebesar 4,7 yang telah dikonversi berada pada rentang $4,50 < x \leq 5,00$ dengan kategori "Sangat Praktis. Berdasarkan hasil tersebut dapat disimpulkan bahwa Media Pembelajaran Interaktif Berbasis *Android* Berorientasi Kearifan Lokal Muatan IPA Topik Benda Tunggal dan Campuran Kelas V SD valid dan praktis.

ABSTRACT

Suirta, I Made (2022), *Development Of Android-Based Interactive Learning Media Oriented To Local Wisdom On Science Content Single And Mixed Object Topic For Fifth Grade Elementary School Students Cluster IV Of Blahbatuh*, Thesis, Elementary Education, Postgraduate Studyprogram, Ganesha University Of Education.

This thesis has been supervised and approved by Supervisor I: Prof. Dr. I Ketut Gading, M.Psi and Supervisor II: Prof. Dr. Ni Ketut Suarni, M.S.,Kons.

Key words : interactive learning media, android, local wisdom, single and mixed Object

This research aims at (1) knowing the characteristics of Android-Based Interactive Learning Media Oriented to Local Wisdom Science Content Single and Mixed Objects for Grade V Elementary School, (2) finding out the validity of an Android-Based Interactive Learning Media Oriented To Local Wisdom On Science Content, Single And Mixed Object Topic For Fifth Grade Elementary School Students, (3) finding out the practicality of an Android-Based Interactive Learning Media Oriented To Local Wisdom On Science Content, Single And Mixed Object Topic For Fifth Grade Elementary School Students. This research is a research and development which is using ADDIE model (analyze, design, development, implementasi, evaluation). Meanwhile, due to limitation of face-to-face learning, funding, and researcher's capability, the research was limited until to the process of development. The research instruments used were validity and practicality surveys. The data collection method used is a questionnaire with a validation test assessment sheet to 5 experts which aims to obtain data on the level of validity and small-scale trials of 6 teachers and 10 students which aims to obtain practical data on the results of media development. The data analysis used were descriptive-qualitative and descriptive-quantitative. The result of the research were (1) Characteristics of Android-Based Interactive Learning Media Oriented to Local Wisdom, Natural Science Content, Single and Mixed Object Topics for Grade 5 Elementary School can meet differentiated learning needs with interactivity in text, audio, video and games in the form of applications that can be installed on smartphones and accessed via web, (2) the results of validity and practicality based on trials, namely (a) the results of validation by material experts using Lawshe's formula obtained CVI values of 0,96 in the range of 0.68 - 1.00 having validity in the "Very Good" decision category; (b) the results of the media expert's validation obtained that the CVI value of 1,00 was in the range 0.68 - 1.00 having the validity being in the "Very Good" decision category; (c) the results of small-scale trials using the mean formula for teachers obtained an average score of 4.7 and small-scale trials for students obtained a score of 4.7 which has been converted in the range of $4,50 < x \leq 5,00$ with the category "Very Practical. Based on the result mentioned above, it can be concluded that Android-Based Interactive Learning Media Oriented To Local Wisdom On Science Content, Single And Mixed Object Topic For Fifth Grade Elementary School Students was valid and practical.

