

**PENGEMBANGAN MULTIMEDIA INTERAKTIF MUATAN IPS  
BERPENDEKATAN *HEUTAGOGY* BERBASIS KEARIFAN LOKAL BALI  
SISTEM SUBAK PADA SISWA KELAS V SD NEGERI TITAB**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan multimedia interaktif muatan IPS berpendekatan *heutagogy* berbasis kearifan lokal Bali sistem subak yang valid, praktis, dan efektif. Penelitian ini mengadaptasi model pengembangan ADDIE yang memiliki lima tahapan yaitu tahap analisis (*analyze*), tahap perancangan (*design*), tahap pengembangan (*development*), tahap implementasi (*implementation*), dan tahap evaluasi (*evaluation*). Pengumpulan data dilakukan menggunakan instrumen berupa kuesioner. Data validitas multimedia interaktif bersumber dari ahli materi pembelajaran, ahli desain pembelajaran, dan ahli media pembelajaran. Data kepraktisan bersumber dari guru/praktisi di sekolah dasar dan 9 orang siswa untuk uji kelompok kecil. Pengujian efektivitas dilakukan menggunakan desain *one group pre-test post-test* pada 18 orang siswa kelas V SD. Data yang diperoleh dianalisis menggunakan teknik kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa multimedia interaktif muatan IPS berpendekatan *heutagogy* berbasis kearifan lokal Bali sistem subak dinyatakan (1) valid berdasarkan hasil penilaian ahli materi pembelajaran yaitu 91,7% dengan kualifikasi sangat baik, hasil penilaian ahli desain pembelajaran yaitu 92,86% dengan kualifikasi sangat baik, dan hasil penilaian ahli media pembelajaran yaitu 97,2% dengan kualifikasi sangat baik; (2) praktis berdasarkan hasil uji respons guru/praktisi yaitu 91,25% dengan kualifikasi sangat baik dan hasil uji coba kelompok kecil yaitu 94,46% dengan kualifikasi sangat baik; (3) efektif terhadap literasi budaya siswa dengan nilai signifikansi (*2-tailed*)  $0,000 < 0,05$  yang berarti  $H_0$  ditolak dan  $H_1$  diterima. Berdasarkan hasil tersebut, dapat disimpulkan bahwa multimedia interaktif muatan IPS berpendekatan *heutagogy* berbasis kearifan lokal Bali sistem subak yang dikembangkan valid, praktis, dan efektif terhadap literasi budaya saat diterapkan dalam proses pembelajaran.

**Kata Kunci:** Multimedia Interaktif, IPS, *Heutagogy*, Sistem Subak, ADDIE

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**ABSTRACT**

This study aims to develop interactive multimedia of IPS content with a *heutagogy* approach based on Balinese local wisdom subak system that is valid, practical, and effective. This study adapts the ADDIE development model which has five stages, namely the analysis stage, the *design* stage, the development stage, the *implementation* stage, and the evaluation stage. Data collection was carried out using an instrument in the form of a questionnaire. Interactive multimedia validity data is sourced from learning material experts, learning design experts, and learning media experts. Practicality data was sourced from teachers/practitioners in elementary schools and 9 students for small group tests. The effective assessment was carried out using a *one-group pre-test post-test* design for 18 grade V elementary school students. The data obtained are analyzed using qualitative and quantitative techniques. The results showed that multimedia interaktif IPS content with *heutagogy* approach based on Balinese local wisdom subak system was declared (1) valid based on the results of expert assessment of learning materials, namely 91.7% with excellent qualifications, the results of the assessment of learning design experts were 92.86% with very good qualifications, and the results of the assessment of learning media experts were 97.2% with very qualifications. good; (2) practical based on the results of the teacher/practitioner response test, which is 91.25% with excellent qualifications and the results of small group trials which are 94.46% with excellent qualifications; (3) effective against student cultural literacy with a significance (2-tailed) value of  $0.000 < 0.05$  which means  $H_0$  is rejected and  $H_1$  is accepted. Based on these results, it can be concluded that multimedia interaktif social studies content with *heutagogy* based on local Balinese wisdom subak system developed is valid, practical, and effective for cultural literacy when applied in the learning process.

**Keywords:** Interactive Multimedia, IPS, *Heutagogy*, Subak System, ADDIE