PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS KEARIFAN LOKAL SUBAK TIMBUL MATERI KENAMPAKAN ALAM DAN KENAMPAKAN BUATAN PADA MUATAN IPS KELAS V SD NEGERI 3 GADUNGAN TABANAN

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendeskripsikan rancang bangun pengembangan multimedia interaktif berbasis kearifan lokal Subak Timbul materi kenampakan alam dan kenampakan pada muatan IPS Kelas V SD Negeri 3 Gadungan, (2) untuk mengetahui kelayakan pengembangan multimedia interaktif berbasis kearifan lokal Subak Timbul materi kenampakan alam dan kenampakan pada muatan IPS Kelas V SD Negeri 3 Gadungan, (3) untuk mengetahui efektivitas pengembangan multimedia interaktif berbasis kearifan lokal Subak Timbul materi kenampakan alam dan kenampakan pada muatan IPS Kelas V SD Negeri 3 Gadungan. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode tes berupa tes hasil belajar dan metode nontes berupa angket/kuesioner dan wawancara tak terstruktur. Hasil penelitian pengembangan ini berupa (1) rancang bangun multimedia interaktif berdasarkan hasil penilaian ahli rancang bangun sebesar 90,91% yang dikualifikasikan sangat baik, (2) multimedia interaktif dinyatakan layak berdasarkan hasil penilaian ahli isi pembelajaran sebesar 92,19% yang dikualifikasikan sangat baik, penilaian ahli desain pembelajaran sebesar 90% yang dikualifikasikan sangat baik, penilaian ahli media pembelajaran sebesar 90,91% yang dikualifikasikan sangat baik, uji coba perorangan sebesar 89,88% yang dikualifikasikan baik, uji coba kelompok kecil sebesar 93,85% yang dikualifikasikan sangat baik, dan uji coba lapangan sebesar 92,19 yang dikualifikasikan sangat baik, (3) berdasarkan uji t *sample dependent* diperoleh nilai t_{hitung} = 7,514 sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan dk = n – 1 = 16 – 1 = 15 diperoleh nilai t_{tabel} = 2,131. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa multimedia interaktif berbasis kearifan lokal Subak Timbul materi kenampakan alam dan kenampakan buatan efektif diterapkan pada peserta didik kelas V SD Negeri 3 Gadungan.

Kata Kunci: pengembangan, multimedia interaktif, kearifan lokal, Subak Timbul.

ABSTRACT

This study aims (1) to describe the design and build of interactive multimedia development based on local wisdom of Subak Timbul on natural appearance material and appearance on Social Class Content for Class V SD Negeri 3 Gadungan, (2) to determine the feasibility of developing interactive multimedia based on local wisdom on Subak Timbul on natural appearance material and appearance of Class V IPS content at SD Negeri 3 Gadungan, (3) to determine the effectiveness of developing interactive multimedia based on local wisdom Subak Arises material on natural appearance and appearance on IPS content Class V at SD Negeri 3 Gadungan. This study uses the ADDIE development model. The method of data collection was carried out through test methods in the form of learning achievement tests and non-test methods in the form of questionnaires and unstructured interviews. The results of this development research are (1) interactive multimedia design based on the results of the design expert's assessment of 90.91% which is very well qualified, (2) interactive multimedia is declared feasible based on the results of the learning content expert's assessment of 92.19% which is very well qualified , the evaluation of learning design experts was 90% which was very well qualified, the learning media expert's assessment was 90.91% which was qualified very well, individual trials were 89.88% which were qualified well, small group trials were 93.85% which were qualified very good, and field trials of 92.19 which are qualified very well, (3) based on the dependent sample t test obtained tcount = 7.514 while the ttable value is at a significance level of 5% and dk = n - 1 = 16 - 1 = 15 obtained ttable value = 2.131. These results show tcount > ttable so that H0 is rejected and H1 is accepted. So it can be concluded that interactive multimedia based on the local wisdom of Subak Arise material on natural appearance and artificial appearance is effectively applied to fifth grade students at SD Negeri 3 Gadungan.

Keywords: development, interactive multimedia, local wisdom, Subak Timbul.