

**PENGEMBANGAN MEDIA AUDIO GAMELAN MULUT BERBASIS  
KARAKTER PROFIL PELAJAR PANCASILA PADA MUATAN SBdP  
SISWA SEKOLAH DASAR TUNANETRA SLB NEGERI 1 DENPASAR**

Oleh

**Ni Pande Kadek Dewi Sudiartini, NIM 2011031009**

**Program Studi Pendidikan Guru Sekolah Dasar**

**ABSTRAK**

Penelitian ini bertujuan (1) untuk mengetahui rancang bangun media audio gamelan mulut berbasis karakter Profil Pelajar Pancasila pada muatan SBdP siswa sekolah dasar tunanetra SLB Negeri 1 Denpasar, (2) untuk mengetahui kelayakan media audio gamelan mulut berbasis karakter Profil Pelajar Pancasila pada muatan SBdP siswa sekolah dasar tunanetra ditinjau dari isi, desain, media, uji perorangan, uji kelompok kecil, dan uji coba lapangan di SLB Negeri 1 Denpasar, (3) untuk mengetahui efektivitas media audio gamelan mulut berbasis karakter Profil Pelajar Pancasila pada muatan SBdP siswa sekolah dasar tunanetra SLB Negeri 1 Denpasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode nontes berupa lembar penilaian unjuk kerja untuk menilai hasil keterampilan melantunkan gamelan mulut. Hasil penelitian pengembangan ini berupa (1) rancang bangun media audio berdasarkan hasil penilaian ahli rancang bangun sebesar 93,18% yang dikualifikasikan sangat baik, (2) media audio ini dinyatakan layak berdasarkan hasil penilaian ahli isi pembelajaran sebesar 93,33% yang dikualifikasikan sangat baik, penilaian ahli desain pembelajaran sebesar 92,5% yang dikualifikasikan sangat baik, penilaian ahli media pembelajaran sebesar 94,11% yang dikualifikasikan sangat baik, uji coba perorangan sebesar 91,67% yang dikualifikasikan sangat baik, dan uji coba kelompok kecil sebesar 93,6% yang dikualifikasikan sangat baik, (3) berdasarkan uji *t sample dependent* diperoleh nilai  $t_{hitung} = 30,487$  sedangkan nilai  $t_{tabel}$  pada taraf signifikansi 5% dan  $dk = n - 1 = 12 - 1 = 11$  diperoleh nilai  $t_{tabel} = 2,101$ . Hasil tersebut menunjukkan  $t_{hitung} > t_{tabel}$  sehingga  $H_0$  ditolak dan  $H_1$  diterima. Maka dapat disimpulkan bahwa media audio gamelan mulut berbasis karakter Profil Pelajar Pancasila efektif diterapkan pada muatan SBdP siswa sekolah dasar tunanetra di SLB Negeri 1 Denpasar.

**Kata Kunci:** pengembangan, media audio, gamelan mulut, Profil Pelajar Pancasila.

## ABSTRACT

*This research aims (1) to determine the design of character-based oral gamelan audio media, Pancasila Student Profile in SBdP content for blind elementary school students at SLB Negeri 1 Denpasar, (2) to determine the feasibility of character-based oral gamelan audio media, Pancasila Student Profile in SBdP content for students. blind elementary school in terms of content, design, media, individual testing, small group testing, and field trials at SLB Negeri 1 Denpasar, (3) to determine the effectiveness of the character-based oral gamelan audio media Pancasila Student Profile on SBdP content for blind elementary school students SLB Negeri 1 Denpasar. This research uses the ADDIE development model. The data collection method was carried out through a non-test method in the form of a performance assessment sheet to assess the results of oral gamelan singing skills. The results of this development research are (1) the design of audio media based on the results of the design expert's assessment of 93.18% which is qualified as very good, (2) this audio media is declared feasible based on the results of the learning content expert's assessment of 93.33% which is qualified as very good, the assessment of learning design experts was 92.5% which qualified as very good, the assessment of learning media experts was 94.11% which was qualified as very good, individual trials were 91.67% which were qualified as very good, and small group trials were 93.6% is qualified as very good, (3) based on the dependent sample t test, the value of  $t = 30.487$  is obtained, while the value of  $t$  table is at a significance level of 5% and  $dk = n - 1 = 12 - 1 = 11$ , the value of  $t$  table = 2.101. These results show  $t_{count} > t_{table}$  so that  $H_0$  is rejected and  $H_1$  is accepted. So it can be concluded that the oral gamelan audio media based on the Pancasila Student Profile character is effectively applied to SBdP content for blind elementary school students at SLB Negeri 1 Denpasar.*

**Keywords:** development, audio media, oral gamelan, Pancasila Student Profile.