

**PENGEMBANGAN VIDEO EDUKASI GAMELAN BALI UNTUK
MENINGKATKAN LITERASI BUDAYA SISWA KELAS V SD PADA
MATA PELAJARAN SENI BUDAYA**

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ABSTRAK

Studi ini dilatarbelakangi oleh rendahnya kemampuan literasi budaya peserta didik di SD, serta pemanfaatan media pembelajaran pada kegiatan pembelajaran yang belum optimal. Penelitian pengembangan ini memiliki tiga tujuan, yaitu: (1) menghasilkan media interaktif berbasis video edukasi pembelajaran gamelan Bali, (2) menganalisis validitas isi media interaktif berbasis video edukasi pembelajaran gamelan Bali, dan (3) menganalisis respon siswa dan guru terhadap media interaktif berbasis video edukasi pembelajaran gamelan Bali. Studi pengembangan ini mempergunakan model ADDIE, yang tersusun atas lima tahapan, yaitu: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Studi ini mengambil subjek media interaktif berbasis video edukasi pembelajaran gamelan Bali, sedangkan objek penelitian pengembangan adalah validitas isi media dan respon pengguna. Metode pengumpulan data yaitu wawancara, observasi, dan angket/kuisisioner. Instrumen yang dipergunakan untuk mengumpulkan data yaitu pedoman observasi, lembar rating scale, pedoman wawancara, lembar dan angket/kuisisioner. Hasil penelitian menunjukkan bahwa: (1) media interaktif berbasis video edukasi pembelajaran gamelan Bali yang telah dihasilkan memperoleh indeks validitas sebesar 0,9 dengan kualifikasi validitas isi tinggi, (2) tingkat pencapaian respon guru terhadap media interaktif berbasis video edukasi pembelajaran gamelan Bali adalah sebesar 98 % dengan kualifikasi sangat baik, dan (3) tingkat pencapaian respon siswa terhadap media interaktif berbasis video edukasi pembelajaran gamelan Bali adalah sebesar 95 % dengan kualifikasi sangat baik.

Kata Kunci: Gamelan Bali, Literasi Budaya, Pengembangan, Media, Video Pembelajaran.

**DEVELOPMENT OF BALINESE GAMELAN EDUCATIONAL VIDEOS
TO IMPROVE CULTURAL LITERACY OF GRADE V ELEMENTARY
SCHOOL STUDENTS IN CULTURAL ARTS SUBJECTS**

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ABSTRACT

This study was motivated by the low cultural literacy ability of students in elementary schools, as well as the use of learning media in learning activities that were not optimal. This development research has three objectives, namely: (1) produce interactive media based on educational videos of Balinese gamelan learning, (2) analyze the validity of interactive media content based on educational videos of Balinese gamelan learning, and (3) analyze the response of students and teachers to interactive media based on educational videos of Balinese gamelan learning. This development study uses the ADDIE model, which is composed of five stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. This study takes the subject of interactive media based on educational videos of Balinese gamelan learning, while the object of development research is the validity of media content and user response. Data collection methods are interviews, observations, and questionnaires. The instruments used to collect data are observation guidelines, rating scale sheets, interview guidelines, sheets and questionnaires. The results showed that: (1) interactive media based on Balinese gamelan learning educational videos that have been produced obtained a validity index of 0.9 with high content validity qualifications, (2) the level of achievement of teacher response to interactive media based on Balinese gamelan learning educational videos is 98% with very good qualifications, and (3) the level of achievement of student response to interactive media based on Balinese gamelan learning educational videos is as high as 95% with excellent qualifications.

Keywords: Balinese gamelan, cultural literacy, development, media, learning videos.