

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* BERBASIS
PERMAINAN TRADISIONAL BALI “*NOGDOG*” UNTUK
MENINGKATKAN HASIL BELAJAR SISWA PADA MUATAN SENI TARI
KELAS IV SEKOLAH DASAR**

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ABSTRAK

Rendahnya hasil belajar siswa disebabkan oleh belum optimalnya penerapan media pembelajaran dan strategi pembelajaran yang inovatif. Dilakukannya penelitian ini sebagai solusi dan bertujuan mengembangkan media pembelajaran *Flipbook* berbasis Permainan Tradisional Bali *Nogdog* untuk meningkatkan hasil belajar muatan seni tari siswa kelas IV SD yang valid, praktis, dan efektif. Penelitian ini menggunakan model ADDIE (*analyze, design, development, implementation, evaluation*). Pengumpulan data dalam penelitian ini menggunakan metode kuesioner dan tes. Data validitas bersumber dari 2 ahli materi dan media. Data kepraktisan *flipbook* ini bersumber dari 2 praktisi dan 9 siswa kelas IV dengan tingkat kemampuan tinggi, sedang, dan rendah. Data efektivitas implementasi *flipbook* ini bersumber dari 34 siswa kelas IV SD. Teknik analisis data yang digunakan adalah analisis kualitatif dan kuantitatif. Hasil penelitian ini berupa (1) rancang bangun media pembelajaran *Flipbook* berbasis Permainan Tradisional Bali *Nogdog* dengan berbantuan *website heyzine flipbook* (2) validitas media *flipbook* dari uji ahli materi diperoleh rata-rata 3,76 dan uji ahli media diperoleh rata-rata 3,80 yang keduanya dinyatakan sangat layak, (3) kepraktisan media *flipbook* memperoleh persentase sebesar 100% dari respon guru dan 97,62% dari respon siswa dengan kualifikasi sangat baik, (4) efektivitas *flipbook* berbasis Permainan Tradisional Bali *Nogdog* pada muatan seni tari dengan menggunakan desain *one group pre-test post-test* mendapatkan hasil berdasarkan uji-t berkolerasi, diperoleh nilai signifikansi $0,000 < 0,05$ sehingga *flipbook* efektif digunakan untuk meningkatkan hasil belajar kognitif siswa. Berdasarkan hasil tersebut, ditunjukkan bahwa *flipbook* berbasis Permainan Tradisional Bali *Nogdog* yang dikembangkan valid, praktis, dan efektif untuk meningkatkan hasil belajar siswa kelas IV SD.

Kata Kunci: *Flipbook*, Permainan Tradisional Bali *Nogdog*, Seni Tari, ADDIE

**DEVELOPMENT OF FLIPBOOK LEARNING MEDIA BASED ON
TRADITIONAL BALINESE GAME “NOGDOG” TO IMPROVE STUDENTS’
LEARNING OUTCOMES IN GRADE IV ELEMENTARY SCHOOL DANCE
CONTENT**

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ABSTRACT

Low student learning outcomes are caused by the suboptimal application of innovative learning media and learning strategies. This research was conducted as a solution and aims to develop Flipbook learning media based on the Balinese Traditional Game Nogdog to improve valid, practical, and effective learning outcomes in grade IV elementary school dance content. This research uses the ADDIE model (analyze, design, development, implementation, evaluation). Data collection in this study used questionnaire and test methods. Validity data came from 2 material and media experts. The data on the practicality of this flipbook came from 2 practitioners and 9 fourth grade students with high, medium, and low ability levels. The data on the effectiveness of the implementation of this flipbook came from 34 fourth grade elementary school students. The data analysis techniques used were qualitative and quantitative analysis. The results of this study are (1) the design of the Flipbook learning media based on the Balinese Traditional Game Nogdog with the help of the Heyzine Flipbook website (2) the validity of the flipbook media from the material expert test obtained an average of 3.76 and the media expert test obtained an average of 3.80, both of which were stated as very feasible, (3) the practicality of the flipbook media obtained a percentage of 100% from teacher responses and 97.62% from student responses with very good qualifications, (4) the effectiveness of the flipbook based on the Balinese Traditional Game Nogdog on dance content using the one group pre-test post-test design obtained results based on the correlated t-test, obtained a significance value of $0.000 < 0.05$ so that the flipbook is effective for improving students' cognitive learning outcomes. Based on these results, it is shown that the flipbook based on the Balinese Traditional Game Nogdog that was developed is valid, practical, and effective in improving the learning outcomes of grade IV elementary school students.

Keywords: Flipbook, Balinese Traditional Game Nogdog, Dance, ADDIE