

**PENGEMBANGAN MULTIMEDIA INTERAKTIF  
RAGAM BUDAYA (RAYA) BERBASIS KEARIFAN LOKAL PERANG API  
DI DESA BUDUK PADA MUATAN PENDIDIKAN PANCASILA KELAS V  
SD NO. 1 BUDUK**

Oleh

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**ABSTRAK**

Penelitian pengembangan ini didasari atas permasalahan kurangnya guru dalam menggunakan media dan sumber belajar yang variatif dan inovatif dalam kegiatan pembelajaran. Hal ini menyebabkan pembelajaran menjadi monoton, sehingga berpengaruh terhadap hasil belajar peserta didik. Tujuan dari penelitian ini, yakni untuk (1) mendeskripsikan rancang bangun pengembangan multimedia interaktif, (2) mengetahui kelayakan multimedia interaktif, dan (3) mengetahui efektivitas multimedia interaktif. Jenis penelitian ini yaitu pengembangan yang mengacu pada model pengembangan ADDIE. Subjek pada penelitian ini yaitu 29 peserta didik kelas V sekolah dasar. Hasil dari penelitian ini menunjukkan bahwa (1) Hasil review ahli rancang bangun sebesar 90,90% (sangat baik), (2) Hasil uji kelayakan menunjukkan bahwa multimedia interaktif layak digunakan dalam pembelajaran berdasarkan: (a) hasil review ahli isi/materi pembelajaran sebesar 95,00% (sangat baik), (b) hasil review ahli desain instruksional sebesar 93,75% (sangat baik), (c) hasil review ahli media pembelajaran sebesar 93,33% (sangat baik), (d) hasil uji coba perorangan sebesar 93,33% (sangat baik), dan (e) hasil uji coba kelompok kecil sebesar 95,00% (sangat baik), dan (3) Hasil uji efektivitas memperoleh Keefektifan media berdasarkan uji-t, diperoleh  $t_{hitung}$  12,266 dan  $t_{tabel}$  1,701. Dapat disimpulkan bahwa produk Multimedia Interaktif RAYA berbasis Kearifan Lokal Perang Api di Desa Buduk efektif diterapkan pada muatan pelajaran Pendidikan Pancasila materi Keragaman Budaya V SD No 1 Buduk.

**Kata Kunci:** Multimedia, Kearifan Lokal, Pendidikan Pancasila, Keragaman Budaya

**INTERACTIVE MULTIMEDIA DEVELOPMENT  
CULTURAL VARIETY (RAYA) BASED ON LOCAL WISDOM OF THE FIRE  
WAR IN BUDUK VILLAGE IN PANCASILA EDUCATION CONTENT OF  
GRADE V SD NO. 1 BUDUK**

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**ABSTRACT**

*This development research is based on the problem of the lack of teachers in using varied and innovative media and learning resources in learning activities. This causes learning to become monotonous, thus affecting student learning outcomes. The objectives of this study are to (1) describe the design and construction of interactive multimedia development, (2) determine the feasibility of interactive multimedia, and (3) determine the effectiveness of interactive multimedia. This type of research is a development that refers to the ADDIE development model. The subjects in this study were 29 grade V elementary school students. The results of this study indicate that (1) The results of the design expert review were 90.90% (very good), (2) The results of the feasibility test indicate that interactive multimedia is suitable for use in learning based on: (a) the results of the content/learning material expert review were 95.00% (very good), (b) the results of the instructional design expert review were 93.75% (very good), (c) the results of the learning media expert review were 93.33% (very good), (d) the results of individual trials were 93.33% (very good), and (e) the results of small group trials were 95.00% (very good), and (3) The results of the effectiveness test obtained the effectiveness of the media based on the t-test, obtained t count 12.266 and t table 1.701. It can be concluded that the RAYA Interactive Multimedia product based on the Local Wisdom of the Fire War in Buduk Village is effectively applied to the Pancasila Education lesson content of Cultural Diversity V SD No. 1 Buduk.*

**Keywords:** *Multimedia, Local Wisdom, Pancasila Education, Cultural Diversity*