

**PENGEMBANGAN VIDEO PEMBELAJARAN *VIRTUAL FIELD TRIP*
BERBASIS KEARIFAN LOKAL SUBAK PADA MATERI KEUNIKAN
KEBIASAAN MASYARAKAT DI SEKITARKU MUATAN IPAS KELAS IV
SD NEGERI 1 MAS**

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendiskripsikan rancang bangun video pembelajaran *virtual field trip* berbasis kearifan lokal subak pada materi keunikan kebiasaan masyarakat di sekitarku muatan IPAS kelas IV SD Negeri 1 Mas, (2) untuk mengetahui kualitas video pembelajaran *virtual field trip* berbasis kearifan lokal subak pada materi keunikan kebiasaan masyarakat di sekitarku muatan IPAS kelas IV SD Negeri 1 Mas, dan (3) untuk mengetahui efektifitas video pembelajaran *virtual field trip* berbasis kearifan lokal subak pada materi keunikan kebiasaan masyarakat di sekitarku muatan IPAS kelas IV SD Negeri 1 Mas. Penelitian ini merupakan penelitian pengembangan menggunakan model ADDIE. Metode pengumpulan data menggunakan metode tes pilihan ganda dan angket. Teknik analisis data menggunakan analisis deskriptif kuantitatif, dan analisis statistik inferensial. Hasil penelitian pengembangan ini berupa (1) rancang bangun video pembelajaran *virtual field trip* dengan hasil penilaian ahli rancang bangun sebesar 92,5% (sangat baik), (2) kualitas video pembelajaran *virtual field trip* menunjukkan hasil uji ahli isi/mata pelajaran sebesar 91,1% (sangat baik), uji ahli desain instruksional sebesar 92,5% (sangat baik), uji ahli media pembelajaran sebesar 91,6% (sangat baik), uji perorangan sebesar 97,22% (sangat baik), uji coba kelompok kecil sebesar 94,90% (sangat baik), (3) Efektivitas media video pembelajaran *virtual field trip* berdasarkan hasil uji-*t sample dependent* diperoleh bahwa nilai $t_{hitung} = 20,99$. Harga t_{hitung} tersebut dibandingkan dengan harga t_{tabel} pada taraf 5% dengan diketahui $dk = 36$ adalah sebesar 1,688. Hasil tersebut menunjukkan bahwa $t_{hitung} = 20,99 > t_{tabel} = 1,688$, sehingga H_0 ditolak dan H_1 diterima. Jadi dapat disimpulkan media video pembelajaran *virtual field trip* berbasis kearifan lokal subak efektif diterapkan pada materi keunikan kebiasaan masyarakat di sekitarku muatan IPAS kelas IV SD Negeri 1 Mas.

Kata Kunci : video pembelajaran, *virtual field trip*, kearifan lokal subak, IPAS

***VIRTUAL FIELD TRIP LEARNING VIDEO DEVELOPMENT BASED ON
SUBAK LOCAL WISDOM ON THE UNIQUENESS OF THE HABITS OF
THE COMMUNITY AROUND ME, GRADE IV SCIENCE CONTENT OF
ELEMENTARY SCHOOL 1 MAS***

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ABSTRACT

This study aims to (1) describe the design of a virtual field trip learning video based on subak local wisdom on the uniqueness of the habits of the community around me, grade IV SCIENCE content of elementary school 1 Mas, (2) to determine the quality of the virtual field trip learning video based on subak local wisdom on the uniqueness of the habits of the community around me, grade IV SCIENCE content of elementary school 1 Mas, and (3) to determine the effectiveness of the virtual field trip learning video based on subak local wisdom on the uniqueness of the habits of the community around me, grade IV SCIENCE content of elementary school 1 Mas. This research is a development research using the ADDIE model. The data collection method uses multiple choice test and questionnaire methods. The data analysis technique uses quantitative descriptive analysis, and inferential statistical analysis. The results of this development research are (1) the design of a virtual field trip learning video with the results of the design expert assessment of 92.5% (very good), (2) the quality of the virtual field trip learning video shows the results of the content/subject expert test of 91.1% (very good), the instructional design expert test of 92.5% (very good), the learning media expert test of 91.6% (very good), the individual test of 97.22% (very good), the small group trial of 94.90% (very good), (3) The effectiveness of the virtual field trip learning video media based on the results of the dependent sample t-test obtained that the t_{count} value = 20.99. The t_{count} value is compared with the t_{table} value at the 5% level with $dk = 36$ is 1.688. The results show that $t_{count} = 20.99 > t_{table} = 1.688$, so H_0 is rejected and H_1 is accepted. So it can be concluded that virtual field trip learning video media based on local wisdom of subak is effective in being applied to the material on the uniqueness of the habits of the people around me in the science content of grade IV of SD Negeri 1 Mas.

Keywords: *learning video, virtual field trip, local wisdom of subak, science*