

**PENGEMBANGAN MULTIMEDIA INTERAKTIF KEARIFAN LOKAL
TRADISI MEKOTEK BERBASIS KEBHINEKAAN GLOBAL MATERI
WARISAN BUDAYA INDONESIA PADA MUATAN IPAS KELAS V
SD NO. 3 MUNGGU**

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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 17 peserta didik kelas V sekolah dasar. Hasil dari penelitian ini menunjukkan bahwa (1) Rancang bangun multimedia Interaktif kearifan lokal Tradisi Mekotek berbasis kebhinekaan global berupa multimedia Interaktif yang dikembangkan berdasarkan *flowchart* dan *storyboard* sesuai dengan model pengembangan ADDIE, sehingga menghasilkan multimedia interaktif yang dapat diakses melalui *PowerPoint*, (2) Hasil uji kelayakan menunjukkan bahwa multimedia interaktif layak digunakan dalam pembelajaran berdasarkan: (a) hasil review ahli isi/materi pembelajaran sebesar 92,18% (sangat baik), (b) hasil review ahli desain instruksional sebesar 92,5% (sangat baik), (c) hasil review ahli media pembelajaran sebesar 92,85% (sangat baik), (d) hasil uji coba perorangan sebesar 97,5% (sangat baik), dan (e) hasil uji coba kelompok kecil sebesar 93,6% (sangat baik), dan (3) Hasil uji efektivitas memperoleh $t_{hitung} = 6,049$ dan $t_{tabel} = 1,746$, sehingga multimedia interaktif kearifan lokal Tradisi Mekotek berbasis kebhinekaan global materi warisan budaya Indonesia pada muatan IPAS kelas V efektif digunakan dalam kegiatan pembelajaran.

Kata Kunci: Multimedia Interaktif, Tradisi Mekotek, Berkebhinekaan Global

**INTERACTIVE MULTIMEDIA DEVELOPMENT OF LOCAL WISDOM OF
MEKOTEK TRADITION BASED ON GLOBAL DIVERSITY INDONESIAN
CULTURAL HERITAGE MATERIAL IN GRADE V SCIENCE CONTENT**

SD NO. 3 MUNGGU

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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 17 grade V elementary school students. The results of this study indicate that (1) The design of interactive multimedia of local wisdom of the Mekotek Tradition based on global diversity in the form of interactive multimedia developed based on flowcharts and storyboards in accordance with the ADDIE development model, resulting in interactive multimedia that can be accessed via PowerPoint, (2) The results of the feasibility test indicate that interactive multimedia is suitable for use in learning based on: (a) the results of the review of content/learning materials experts of 92.18% (very good), (b) the results of the review of instructional design experts of 92.5% (very good), (c) the results of the review of learning media experts of 92.85% (very good), (d) the results of individual trials of 97.5% (very good), and (e) the results of small group trials of 93.6% (very good), and (3) The results of the effectiveness test obtained t count = 6.049 and t table = 1.746, so that interactive multimedia of local wisdom of the Mekotek Tradition based on global diversity of Indonesian cultural heritage material in the content of class V science studies is effective for use in learning activities.

Keywords: Interactive Multimedia, Mekotek Tradition, Global Diversity