

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS KEARIFAN
LOKAL “NGUSABA TIPAT” MATA PELAJARAN IPAS MATERI NORMA
DALAM ADAT ISTIADAT DAERAH KU KELAS IV SDN 1 PEJENG KAJA
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ABSTRAK

Tujuan dari penelitian ini adalah untuk mendeskripsikan rancang bangun, mengetahui kelayakan serta efektivitas dari multimedia interaktif berbasis kearifan lokal “*ngusaba tipat*”. Produk diuji oleh beberapa ahli (materi, desain instruksional, dan media), praktisi, dan subjek uji coba (perorangan dan kelompok kecil). Penelitian ini menggunakan model pengembangan ADDIE yang meliputi (a) analisis (*analysis*), (b) perancangan (*design*), (c) pengembangan (*development*), (d) implementasi (*implementation*), (e) evaluasi (*evaluation*). Metode pengumpulan data dalam penelitian ini yaitu observasi, wawancara, kuesioner/angket, dan tes. Teknik analisis data pada penelitian ini yakni analisis deskriptif kualitatif, deskriptif kuantitatif, dan statistik inferensial (uji-t satu sampel). Penelitian ini menghasilkan (1) rancang bangun multimedia interaktif berbasis kearifan lokal “*ngusaba tipat*” berupa multimedia interaktif yang dikembangkan sesuai *flowchart* dan *storyboard* berdasarkan alur pengembangan model ADDIE sehingga menghasilkan multimedia yang dapat diakses melalui *web HTML5*, (2) kelayakan multimedia interaktif dari uji ahli isi materi pelajaran dengan hasil sebesar 92,85% (sangat layak), uji ahli desain instruksional sebesar 93,75% (sangat layak), uji ahli media pembelajaran sebesar 90,90% (sangat layak), uji kepraktisan sebesar 90,62% (sangat layak), uji coba perorangan sebesar 92,35% (sangat layak), dan uji coba kelompok kecil sebesar 94,44% (sangat layak), (3) efektivitas multimedia interaktif yang diperoleh berdasarkan hasil uji-t yakni t_{hitung} sebesar 3,332 dan t_{tabel} sebesar 1,711 yang artinya $t_{hitung} > t_{tabel}$, mengakibatkan penolakan pada H_0 dan H_1 diterima. Dengan demikian, dapat disimpulkan hasil penelitian ini yaitu multimedia interaktif berbasis kearifan lokal “*ngusaba tipat*” layak dan efektif digunakan di kelas IV SDN 1 Pejeng Kaja dalam materi norma dalam adat istiadat daerahku mata pelajaran IPAS.

Kata Kunci: Multimedia Interaktif, Kearifan Lokal, *Ngusaba Tipat*, IPAS.

DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON LOCAL WISDOM "NGUSABA TIPAT" SCIENCE AND SCIENCE SUBJECT NORM MATERIAL IN MY REGIONAL CUSTOMS CLASS IV SDN 1 PEJENG KAJA SCHOOL YEAR 2024/2025

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ABSTRACT

The purpose of this study is to describe the design, find out the feasibility and effectiveness of interactive multimedia based on local wisdom "ngusaba tipat". The product is tested by several experts (materials, instructional design, and media), practitioners, and test subjects (individuals and small groups). This study uses the ADDIE development model which includes (a) analysis, (b) design, (c) development, (d) implementation, (e) evaluation. The data collection methods in this study are observation, interviews, questionnaires, and tests. The data analysis techniques in this study are qualitative descriptive analysis, quantitative descriptive analysis, and inferential statistics (single-sample t-test). This research resulted in (1) the design of interactive multimedia based on local wisdom "ngusaba tipat" in the form of interactive multimedia developed according to flowcharts and storyboards based on the development flow of the ADDIE model so as to produce multimedia that can be accessed through the HTML5 web, (2) the feasibility of interactive multimedia from the subject matter content expert test with a result of 92.85% (very feasible), the instructional design expert test of 93.75% (very feasible), the learning media expert test of 90.90% (very feasible), the practicality test of 90.62% (very feasible), the individual trial of 92.35% (very feasible), and the small group trial of 94.44% (very feasible), (3) the effectiveness of interactive multimedia obtained based on the results of the t-test, namely t_{count} of 3.332 and t_{table} of 1,711 which means that the $t_{count} > t_{table}$, resulting in rejection on H_0 and H_1 being accepted. Thus, it can be concluded that the results of this research are interactive multimedia based on local wisdom "ngusaba tipat" is feasible and effective to be used in grade IV of SDN 1 Pejeng Kaja in the norm material in my regional customs of science subjects.

Keywords: Interactive Multimedia, Local Wisdom, Ngusaba Tipat, IPAS