

**PENGEMBANGAN E-MODUL INTERAKTIF MATERI KELILING DAN
LUAS BANGUN DATAR BERBASIS ETNOMATEMATIKA BALI
UNTUK MENINGKATKAN KREATIVITAS
SISWA KELAS V SEKOLAH DASAR**

Oleh

Kadek Rizka Marheni, NIM 2111031043

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini memiliki tujuan untuk membuat e-modul interaktif, mengetahui kevalidan e-modul interaktif, kepraktisan e-modul dan efektivitas dari e-modul interaktif materi keliling dan luas bangun datar berbasis etnomatematika Bali untuk meningkatkan kreativitas siswa kelas V SD. Metode pengumpulan data yang digunakan adalah metode wawancara, kuesioner dan tes (*essay*). Teknik analisis data dalam penelitian ini adalah deskriptif kualitatif dan deskriptif kuantitatif. Penelitian yang dilakukan adalah penelitian pengembangan (*Research & Development*) yang menggunakan model *ADDIE*. Data dari validitas media bersumber dari ahli media pembelajaran dan ahli materi matematika. Data dari uji kepraktisan bersumber dari praktisi/guru kelas V dan 10 siswa kelas V SD. Pengujian efektivitas produk dilakukan menggunakan desain *one group pretest posttest* dengan jumlah sampel 23 siswa kelas V SD. Hasil penelitian menunjukkan bahwa: (1) rerata hasil validitas ahli materi pembelajaran bernilai 4,75 dengan kualifikasi sangat baik, (2) rerata hasil validitas ahli media pembelajaran bernilai 4,35 dengan kualifikasi sangat baik, (3) persentase kepraktisan berdasarkan respon guru bernilai 98% dan kepraktisan berdasarkan respon siswa bernilai 92,6% dengan kualifikasi sangat baik, (4) Hasil uji- t satu sampel menunjukkan nilai signifikansi (2-tailed) pada uji-t berkorelasi berada pada angka 0,000 atau $p < 0,05$ (taraf signifikansi 5%), sehingga produk e-modul interaktif materi keliling dan luas bangun datar berbasis etnomatematika Bali efektif untuk meningkatkan kreativitas siswa kelas V sekolah dasar. Dengan demikian dapat ditarik kesimpulan bahwa e-modul interaktif materi keliling dan luas bangun datar berbasis etnomatematika Bali valid, praktis dan efektif digunakan dalam pembelajaran matematika untuk meningkatkan kreativitas siswa kelas V SD.

Kata Kunci : E-Modul Interaktif, Etnomatematika Bali, Kreativitas, SD

**DEVELOPMENT OF INTERACTIVE E-MODULE ON PERIOD AND AREA
OF PLANE SHAPES BASED ON BALI ETHNOMATHEMATICS TO
IMPROVE CREATIVITY OF GRADE V ELEMENTARY SCHOOL
STUDENTS**

By
Kadek Rizka Marheni, NIM 2111031043
Elementary Education Department

ABSTRACT

This study aims to create an interactive e-module, determine the validity of the interactive e-module, the practicality of the e-module and the effectiveness of the interactive e-module on circumference and area of flat shapes based on Balinese ethnomathematics to improve the creativity of grade V elementary school students. The data collection methods used are interview methods, questionnaires and tests (essays). The data analysis techniques in this study are descriptive qualitative and descriptive quantitative. The research conducted is a development research (Research & Development) using the ADDIE model. Data from the validity of the media comes from learning media experts and mathematics material experts. The data from the practicality test came from practitioners/teachers of grade V and 10 grade V elementary school students. The product effectiveness test was conducted using a one group pretest posttest design with a sample size of 23 grade V elementary school students. The results of the study showed that: (1) the average validity results of learning material experts were 4.75 with very good qualifications, (2) the average validity results of learning media experts were 4.35 with very good qualifications, (3) the percentage of practicality based on teacher responses was 98% and practicality based on student responses was 92.6% with very good qualifications, (4) The results of the one-sample t-test showed a significance value (2-tailed) in the correlated t-test at 0.000 or $p < 0.05$ (significance level 5%), so that the interactive e-module product of the circumference and area of flat shapes based on Balinese ethnomathematics is effective in increasing the creativity of grade V elementary school students. Thus, it can be concluded that the interactive e-module of the circumference and area of flat shapes based on Balinese ethnomathematics is valid, practical and effective for use in mathematics learning to improve the creativity of fifth grade elementary school students.

Keywords: *Interactive E-Module, Balinese Ethnomathematics, Creativity, Elementary School*