

**PENGEMBANGAN MEDIA INTERAKTIF BERBASIS *COSPACE EDU*  
PADA MATERI SIKLUS AIR UNTUK MENINGKATKAN  
KEMAMPUAN LITERASI SAINS SISWA  
KELAS 5 SEKOLAH DASAR**

Oleh

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**ABSTRAK**

Permasalahan melatar belakangi penelitian ini adalah rendahnya kemampuan literasi sains siswa di SD, serta kurang optimalnya pemanfaatan media pembelajaran di kelas. Dalam penelitian pengembangan ini memiliki empat tujuan, yaitu: (1) menghasilkan rancang bangun media interaktif berbasis *CoSpace Edu* pada materi IPAS Siklus Air untuk siswa kelas 5 SD, (2) menganalisis validitas media interaktif berbasis *CoSpace Edu* pada materi Siklus Air untuk siswa kelas 5 SD, (3) menganalisis kepraktisan media interaktif berbasis *CoSpace Edu* pada materi Siklus Air untuk siswa kelas 5 SD dan, (4) menganalisis efektivitas media interaktif berbasis *CoSpace Edu* terhadap literasi sains siswa pada materi Siklus Air di kelas 5 SD N 6 Manukaya. Model ADDIE yang terdiri dari lima tahap yakni analisis, desain, pengembangan, implementasi, dan evaluasi yang digunakan dalam studi pengembangan ini. Subjek uji coba penelitian ini merupakan media pembelajaran yang berupa media Interaktif Berbasis *Cospace Edu* pada materi IPAS Siklus Air untuk siswa kelas 5 di sekolah dasar sedangkan objek uji coba dalam penelitian ini adalah validitas, kepraktisan dan efektivitas media pembelajaran yang berupa media Interaktif *Cospace Edu* pada materi IPAS Siklus Air untuk siswa kelas 5 di sekolah dasar. Alat pengumpulan data berupa angket, lembar skala penilaian, dan lembar. Hasil penelitian menunjukkan bahwa: (1) media interaktif berbasis *Cospace EDU* memperoleh indeks validitas sebesar 3,8 bagi ahli media dengan kualifikasi validitas isi tinggi; (2) materi pada media interaktif berbasis *Cospace EDU* memperoleh indeks validitas sebesar 3,85 dengan kualifikasi validitas isi tinggi; (3) respon siswa terhadap media interaktif berbasis *Cospace EDU* sebesar 3,88 dengan kualifikasi sangat baik, sedangkan respon guru memperoleh rata-rata 4 dengan kualifikasi sangat baik; dan (4) nilai signifikansi (2-tailed) pada uji t berkorelasi diperoleh skor sebesar 0,001 atau  $p < 0,05$  (tingkat signifikansi 5%). Temuan ini menunjukkan bahwa media interaktif berbasis *Cospace EDU* efektif dalam meningkatkan kemampuan literasi sains siswa kelas V SD.

**Kata Kunci :** Pengembangan, Media interaktif berbasis *cospace edu*, kemampuan literasi sains

**DEVELOPMENT OF INTERACTIVE MEDIA BASED ON COSPACE EDU  
ON WATER CYCLE MATERIALS TO IMPROVE SCIENCE LITERACY  
SKILLS OF GRADE 5 ELEMENTARY SCHOOL STUDENTS**

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**ABSTRACT**

*The problem behind this study is the low science literacy ability of students in elementary school, as well as the lack of optimal use of learning media in the classroom. This development research has four objectives, namely: (1) to produce the design of CoSpace Edu-based interactive media on the Water Cycle Science material for 5th grade elementary school students, (2) to analyze the validity of CoSpace Edu-based interactive media on the Water Cycle material for 5th grade elementary school students, (3) to analyze the practicality of CoSpace Edu-based interactive media on the Water Cycle material for 5th grade elementary school students and, (4) analyze the effectiveness of CoSpace Edu-based interactive media on students' science literacy in the Water Cycle material in grade 5 SD N 6 Manukaya. The ADDIE model consists of five stages, namely analysis, design, development, implementation, and evaluation used in this development study. The subject of this research trial is a learning media in the form of Cospace Edu-Based Interactive media on Water Cycle Science material for grade 5 students in elementary school while the object of the test in this study is the validity, practicality and effectiveness of learning media in the form of Cospace Edu Interactive media on the Water Cycle Science material for grade 5 students in elementary school. Data collection tools are in the form of questionnaires, assessment scale sheets, and sheets. The results of the study show that: (1) interactive media based on Cospace EDU obtained a validity index of 3.8 for media experts with high content validity qualifications; (2) the material in the interactive media based on Cospace EDU obtained a validity index of 3.85 with a high content validity qualification; (3) the students' response to the interactive media based on Cospace EDU was 3.88 with very good qualifications, while the teacher's response obtained an average of 4 with very good qualifications; and (4) the significance value (2-tailed) in the correlated t test obtained a score of 0.001 or  $p < 0.05$  (significance level of 5%). These findings show that interactive media based on Cospace EDU is effective in improving the science literacy skills of grade V elementary school students.*

**Keywords:** *Development, interactive media based on cospace edu, science literacy skills*