

**PENGEMBANGAN MEDIA “KOIN” PESONA KEKAYAAN ALAM DI
MUSEUM GEOPARK BATUR MUATAN IPAS PADA MATERI
DAERAH KU DAN KEKAYAAN ALAMNYA SISWA KELAS IV SD
NEGERI 6 BATUR**

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ABSTRAK

Penelitian ini didasari karena kurangnya variasi dan inovasi dalam penggunaan media dan sumber belajar oleh guru. Akibatnya, pembelajaran menjadi monoton dan memengaruhi hasil belajar siswa. Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media “KOIN” pesona kekayaan alam di Museum Geopark, (2) mengetahui kelayakan media “KOIN” pesona kekayaan alam di Museum Geopark Batur, (3) mengetahui efektivitas media “KOIN” pesona kekayaan alam di Museum Geopark Batur. Jenis penelitian ini yaitu pengembangan yang mengacu pada model pengembangan ADDIE. Subjek pada penelitian ini yaitu 25 peserta didik kelas IV sekolah dasar. Metode pengumpulan data dilaksanakan melalui metode tes berupa soal pilihan ganda untuk mengetahui hasil belajar siswa terkait materi daerahku dan kekayaan alamnya. Hasil dari penelitian ini menunjukkan bahwa (1) hasil *review* ahli rancang bangun sebesar 93,18% (sangat baik), (2) hasil uji kelayakan menunjukkan bahwa media “KOIN” pesona kekayaan alam di Museum Geopark Batur layak digunakan dalam pembelajaran berdasarkan: (a) hasil *review* ahli isi/materi pembelajaran sebesar 91,6% (sangat baik), (b) hasil *review* ahli desain instruksional sebesar 93,75% (sangat baik), (c) hasil *review* ahli media pembelajaran sebesar 92,86% (sangat baik), (d) hasil uji coba perorangan sebesar 93,33% (sangat baik), dan (e) hasil uji coba kelompok kecil sebesar 92,77% (sangat baik), dan (3) hasil uji efektivitas memperoleh $t_{hitung} = 14,291$ dan $t_{tabel} = 2,064$, sehingga media “KOIN” pesona kekayaan alam di Museum Geopark Batur efektif diterapkan dalam pembelajaran IPAS materi daerahku dan kekayaan alamnya siswa kelas IV SD Negeri 6 Batur. Penelitian ini menunjukkan bahwa komik interaktif “KOIN” dapat menjadi solusi inovatif dalam pembelajaran IPAS, meningkatkan keterlibatan siswa, serta membantu guru dalam menyampaikan materi dengan lebih menarik. Selain itu, pemanfaatan Museum Geopark Batur sebagai sumber belajar menegaskan pentingnya pembelajaran berbasis lingkungan untuk menambah pengalaman dan pemahaman siswa.

Kata Kunci: pengembangan, komik interaktif, Museum Geopark Batur, IPAS.

**DEVELOPMENT OF “COIN” MEDIA OF NATURAL WEALTH CHARM AT
BATUR GEOPARK MUSEUM SCIENCE CONTENT ON MY REGION AND
ITS NATURAL WEALTH FOR GRADE IV STUDENTS OF STATE
ELEMENTARY SCHOOL 6 BATUR**

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ABSTRACT

This research is based on the lack of variation and innovation in the use of media and learning resources by teachers. As a result, learning becomes monotonous and affects student learning outcomes. This study aims to (1) describe the design of “COIN” media of natural wealth charm at the Geopark Museum, (2) determine the feasibility of “COIN” media of natural wealth charm at the Batur Geopark Museum, (3) determine the effectiveness of “COIN” media of natural wealth charm at the Batur Geopark Museum. This type of research is development that refers to the ADDIE development model. The subjects in this study were 25 grade IV elementary school students. The data collection method was carried out through a test method in the form of multiple choice questions to determine student learning outcomes related to the material on my region and its natural resources. The results of this study indicate that (1) the results of the design expert review were 93.18% (very good), (2) the results of the feasibility test showed that the "KOIN" media of the charm of natural wealth at the Batur Geopark Museum was suitable for use in learning based on: (a) the results of the content/learning material expert review were 91.6% (very good), (b) the results of the instructional design expert review were 93.75% (very good), (c) the results of the learning media expert review were 92.86% (very good), (d) the results of individual trials were 93.33% (very good), and (e) the results of small group trials were 92.77% (very good), and (3) the results of the effectiveness test obtained t count = 14.291 and t table = 2.064, so that the "KOIN" media of the charm of natural wealth at the Batur Geopark Museum was effectively applied in the science learning of the material on my region and its natural wealth for grade IV students of SD Negeri 6 Batur. This study shows that the interactive comic “KOIN” can be an innovative solution in science learning, increasing student engagement, and helping teachers deliver materials more interestingly. In addition, the use of the Batur Geopark Museum as a learning resource emphasizes the importance of environment-based learning to enhance students' experience and understanding.

Keywords: *development, interactive comic, Batur Geopark Museum, science.*