

**PENGEMBANGAN *GAMES* EDUKASI IPAS BERBASIS KEARIFAN
LOKAL TEMPAT BERSEJARAH DI BALI MATERI DAERAH
KEBANGGAANKU PADA KELAS V SD NO. 5 GULINGAN**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun pengembangan *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali materi daerah kebanggaanku muatan IPAS pada kelas V SD No. 5 Gulingan, (2) mengetahui validitas hasil pengembangan *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali materi daerah kebanggaanku muatan IPAS ditinjau dari uji ahli isi, uji ahli desain, uji ahli media, uji perorangan, dan uji kelompok kecil siswa kelas V SD No. 5 Gulingan, dan (3) mengetahui efektivitas *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali materi daerah kebanggaanku muatan IPAS pada kelas V SD No. 5 Gulingan. Model yang digunakan dalam penelitian ini adalah model ADDIE. Metode pengumpulan data menggunakan metode tes pilihan ganda dan angket. Teknik analisis data yang digunakan adalah teknik analisis deskriptif kuantitatif dan analisis statistik inferensial. Hasil penelitian ini berupa (1) rancang bangun *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali dengan hasil penilaian oleh uji ahli rancang bangun sebesar 90% dengan kualifikasi sangat baik, (2) *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali yang dinyatakan layak digunakan oleh para ahli dan mendapat respon positif melalui uji coba kepada siswa dengan hasil penilaian oleh uji ahli isi mata pelajaran sebesar 93,7% dengan kualifikasi sangat baik, penilaian oleh uji ahli desain instruksional sebesar 92,5% dengan kualifikasi sangat baik, penilaian oleh uji ahli media pembelajaran sebesar 96,6% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 93,3% dengan kualifikasi sangat baik, dan hasil penilaian uji coba kelompok kecil sebesar 92,7% dengan kualifikasi sangat baik, (3) Hasil *post-test* memperoleh rata-rata 83,05. Sedangkan uji efektivitas berdasarkan uji-t satu sampel diperoleh bahwa $t_{hitung} > t_{tabel}$ ($4,93 > 2,08$), sehingga H_0 yang berbunyi rerata hasil *post-test* siswa kurang dari atau sama dengan nilai KKTP (sebesar 75) ditolak dan H_1 yang berbunyi rerata hasil *post-test* siswa lebih dari atau sama dengan nilai KKTP (sebesar 75) diterima. Jadi, dapat disimpulkan bahwa *games* edukasi berbasis kearifan lokal tempat bersejarah di Bali efektif digunakan pada materi daerah kebanggaanku muatan IPAS kelas V SD No. 5 Gulingan

Kata Kunci: *Games* Edukasi, Tempat Bersejarah di Bali, Kearifan Lokal, Daerah Kebanggaanku, Ilmu Pengetahuan Alam dan Sosial

**DEVELOPMENT OF EDUCATIONAL GAMES FOR SCIENCE BASED ON
LOCAL WISDOM OF HISTORICAL PLACES IN BALI ON THE MATERIAL
OF MY PRIDE IN GRADE V OF ELEMENTARY SCHOOL NO. 5
GULINGAN**

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ABSTRACT

This study aims to (1) describe the design and construction of educational games development based on local wisdom of historical places in Bali on the material of my pride in science content in grade V of Elementary School No. 5 Gulingan, (2) determine the validity of the results of educational games development based on local wisdom of historical places in Bali on the material of my pride in science content reviewed from the content expert test, design expert test, media expert test, individual test, and small group test of grade V students of Elementary School No. 5 Gulingan, and (3) determine the effectiveness of educational games based on local wisdom of historical places in Bali on the material of my pride in science content in grade V of Elementary School No. 5 Gulingan. The model used in this study is the ADDIE model. The data collection method uses multiple choice test and questionnaire methods. The data analysis technique used is quantitative descriptive analysis and inferential statistical analysis. The results of this study are (1) the design of educational games based on local wisdom of historical places in Bali with the assessment results by the design expert test of 90% with very good qualifications, (2) educational games based on local wisdom of historical places in Bali which are declared suitable for use by experts and receive positive responses through trials on students with the assessment results by the subject content expert test of 93.7% with very good qualifications, assessment by the instructional design expert test of 92.5% with very good qualifications, assessment by the learning media expert test of 96.6% with very good qualifications, the results of the individual trial assessment of 93.3% with very good qualifications, and the results of the small group trial assessment of 92.7% with very good qualifications, (3) The post-test results obtained an average of 83.05. Meanwhile, the effectiveness test based on the one-sample t-test obtained that $t_{count} > t_{table}$ ($4.93 > 2.08$), so that H_0 which states that the average post-test results of students are less than or equal to the KKTP value (75) is rejected and H_1 which states that the average post-test results of students are more than or equal to the KKTP value (75) is accepted. So, it can be concluded that educational games based on local wisdom of historical places in Bali are effective for use in the material of my proud region of the social science content of grade V SD No. 5 Gulingan

Keywords: Educational Games, Historical Places in Bali, Local Wisdom, My Proud Region, Natural and Social Sciences