

**PENGEMBANGAN PEMBELAJARAN MEDIA INTERAKTIF “SIBUDAYA”  
(KERAGAMAN BUDAYA) BERBASIS *SELF INSTRUCTIONAL* PADA  
MUATAN IPAS KELAS IV SDN 6 PEGUYANGAN**

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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan produk media pembelajaran yang efektif dalam mendukung kegiatan pembelajaran, yakni Media Interaktif "SIBUDAYA" (Keragaman Budaya) berbasis *Self Instructional* pada Muatan IPAS Kelas IV SD Negeri 6 Peguyangan. Produk yang dikembangkan diuji melalui penilaian oleh ahli materi, ahli desain pembelajaran, serta uji coba pada siswa untuk menilai kualitasnya. Penelitian ini memiliki tiga tujuan utama: mendeskripsikan rancang bangun, kelayakan serta efektivitas dari media pembelajaran interaktif "SIBUDAYA" berbasis *Self Instructional*. Manfaat teoritis penelitian ini adalah memberikan kontribusi dalam pengembangan media pembelajaran serta membantu siswa dalam memahami konsep keberagaman budaya secara mandiri. Model pengembangan yang digunakan adalah model *ADDIE*, yang terdiri dari lima tahap: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Uji kelayakan produk dilakukan melalui penilaian dari ahli materi sebesar (93,75%) dan desain (91,66%), respon praktisi (97,22%) serta uji coba kepada siswa dalam bentuk uji coba individu (88,13%) dan kelompok kecil (87,03%). Efektivitas media ini diuji melalui posttest, yang menunjukkan bahwa media interaktif "SIBUDAYA" efektif digunakan dalam pembelajaran IPAS dengan materi Keberagaman Budaya. Hasil perhitungan uji-t menunjukkan bahwa nilai thitung = -149,59 lebih besar dari ttabel = 2,04, sehingga dapat disimpulkan bahwa media pembelajaran ini efektif dalam meningkatkan hasil belajar siswa.

**Kata Kunci** : Media Interaktif, SIBUDAYA, *Self Instructional*, IPAS, Keberagaman Budaya, Model *ADDIE*.

**DEVELOPMENT OF INTERACTIVE MEDIA LEARNING "SIBUDAYA"  
(CULTURAL DIVERSITY) BASED ON SELF INSTRUCTIONAL IN GRADE IV  
SCIENCE CONTENT OF SDN 6 PEGUYANGAN**

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**ABSTRACT**

*This study aims to produce an effective learning media product in supporting learning activities, namely the Interactive Media "SIBUDAYA" (Cultural Diversity) based on Self Instructional in Grade IV SCIENCE Content of SDN 6 Peguyangan. The developed product was tested through an assessment by material experts, learning design experts, and a trial on students to assess its quality. This study has three main objectives: to describe the design, feasibility and effectiveness of the interactive learning media "SIBUDAYA" based on Self Instructional. The theoretical benefits of this study are to contribute to the development of learning media and to help students understand the concept of cultural diversity independently. The development model used is the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The product feasibility test was carried out through an assessment by material experts (93.75%) and design (91.66%), practitioner responses (97.22%) and student trials in the form of individual trials (88.13%) and small groups (87.03%). The effectiveness of this media was tested through a posttest, which showed that the interactive media "SIBUDAYA" was effective in using in learning science with the material of Cultural Diversity. The results of the t-test calculation showed that the t-value = - 149.59 was greater than t-table = 2.04, so it can be concluded that this learning media is effective in improving student learning outcomes.*

**Keywords:** *Interactive Media, SIBUDAYA, Self Instructional, Science, Cultural Diversity, ADDIE Model.*