

**PENGEMBANGAN MEDIA *E-BOOK* INTERAKTIF BERBASIS
KEARIFAN LOKAL BUDAYA NGEREBONG PADA MATERI
KERAGAMAN BUDAYA MUATAN IPAS KELAS IV
SD NEGERI 20 DANGIN PURI**

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ABSTRAK

Penelitian ini bertujuan untuk (1) untuk mendeskripsikan rancang bangun media *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong, (2) mendeskripsikan hasil kelayakan *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong menurut penilaian para ahli, uji coba perorangan dan uji coba kelompok kecil, dan (3) mengetahui efektivitas *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong. Penelitian ini menggunakan model pengembangan ADDIE. Metode yang digunakan dalam pengumpulan data menggunakan metode observasi, wawancara, angket atau kuesioner dan tes. Data penelitian dianalisis dengan menggunakan analisis deskriptif kuantitatif, analisis deskriptif kualitatif, dan statistik inferensial. Hasil penelitian media elektronik berupa *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong berdasarkan rancang bangun yang dirancang melalui beberapa tahap yaitu : tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi, dan tahap evaluasi. Berdasarkan uji kelayakan media elektronik berupa *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong menurut ahli isi pembelajaran memperoleh skor sebesar 96,76% dengan kualifikasi sangat baik, ahli desain pembelajaran memperoleh skor sebesar 95% dengan kualifikasi sangat baik, ahli media pembelajaran memperoleh skor 93% dengan kualifikasi sangat baik, uji coba perorangan memperoleh skor sebesar 93,3% dengan kualifikasi sangat baik, dan uji coba kelompok kecil memperoleh skor sebesar 90% dengan kualifikasi sangat baik. Dengan demikian media elektronik berupa *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong ini dapat dikatakan layak. Berdasarkan uji efektivitas menggunakan 32 orang peserta didik memperoleh hasil $t_{hitung} 8,59$ untuk $t_{tabel dk = 31}$ dan taraf signifikan $5\% = 2,04$. Hal ini berarti $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima yang berbunyi hasil rata-rata *post-test* siswa lebih dari nilai KKTP. Dengan demikian dapat disimpulkan bahwa produk *E-Book* Interaktif berbasis Kearifan Lokal Budaya Ngerebong efektif untuk digunakan pada muatan IPAS materi keragaman budaya kelas IV.

Kata Kunci : Pengembangan, *E-Book*, Kearifan Lokal ,Budaya Ngerebong

**DEVELOPMENT OF INTERACTIVE E-BOOK MEDIA BASED ON LOCAL
WISDOM OF NGEREBONG CULTURE ON CULTURAL DIVERSITY
MATERIAL IN GRADE IV SCIENCE CONTENT
SD NEGERI 20 DANGIN PURI**

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ABSTRACT

This study aims to (1) describe the design of Interactive E-Book media based on Local Wisdom of Ngerebong Culture, (2) describe the results of the feasibility of Interactive E-Book based on Local Wisdom of Ngerebong Culture according to expert assessments, individual trials and small group trials, and (3) determine the effectiveness of Interactive E-Book based on Local Wisdom of Ngerebong Culture. This study uses the ADDIE development model. The method used in data collection uses observation, interview, questionnaire and test methods. The research data were analyzed using quantitative descriptive analysis, qualitative descriptive analysis, and inferential statistics. The results of the electronic media research in the form of an Interactive E-Book based on the Local Wisdom of Ngerebong Culture based on the design designed through several stages, namely: analysis stage, design stage, development stage, implementation stage, and evaluation stage. Based on the feasibility test of electronic media in the form of an Interactive E-Book based on the Local Wisdom of Ngerebong Culture according to the learning content expert, it obtained a score of 96.76% with very good qualifications, the learning design expert obtained a score of 95% with very good qualifications, the learning media expert obtained a score of 93% with very good qualifications, individual trials obtained a score of 93.3% with very good qualifications, and small group trials obtained a score of 90% with very good qualifications. Thus, the electronic media in the form of an Interactive E-Book based on the Local Wisdom of Ngerebong Culture can be said to be feasible. Based on the effectiveness test using 32 students, the t-count result was 8.59 for t-table $dk = 31$ and a significance level of $5\% = 2.04$. This means that $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted which states that the average result of the student's post-test is more than the KKTP score. Thus, it can be concluded that the Interactive E-Book product based on Local Wisdom of Ngerebong Culture is effective for use in the content of social studies material on cultural diversity for grade IV.

Keywords: Development, E-Book, Local Wisdom, Ngerebong Culture