

**PENGEMBANGAN BUKU DIGITAL *ETNO EDUCATION JEJAITAN*
BALI DENGAN INTEGRASI MATERI MENGIDENTIFIKASI BANGUN
RUANG PADA PEMBELAJARAN MATEMATIKA DI KELAS V
SEKOLAH DASAR**

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ABSTRAK

Tujuan dari penelitian ini adalah untuk: (1) memaparkan proses perancangan media buku digital *etno education* berbasis *jejaitan* Bali; (2) mendeskripsikan hasil validitas media pembelajaran tersebut; dan (3) mendeskripsikan tingkat kepraktisan media berdasarkan respons guru dan siswa. Jenis penelitian yang digunakan adalah penelitian pengembangan dengan pendekatan model ADDIE yang terdiri atas lima tahapan, yaitu: *Analysis, Design, Development, Implementation, dan Evaluation*. Teknik pengumpulan data dilakukan melalui observasi, wawancara, angket validasi, dan angket uji kepraktisan. Metode analisis data yang digunakan yaitu deskriptif kuantitatif dan deskriptif kualitatif. Proses pengembangan dimulai dari identifikasi kebutuhan, perancangan isi dan visual media, pengembangan materi berbasis *jejaitan* Bali sebagai representasi bangun ruang, uji coba terbatas pada siswa kelas V, serta evaluasi melalui validasi ahli dan uji kepraktisan. Hasil validasi menunjukkan bahwa buku digital memperoleh skor rata-rata 93,1% dari ahli materi dan 96,85% dari ahli media, yang keduanya tergolong dalam kategori “sangat baik”. Sedangkan hasil uji kepraktisan memperoleh skor 100% dari guru dan rata-rata 92,63% dari siswa, yang termasuk dalam kategori “sangat praktis”. Berdasarkan temuan tersebut, buku digital *etno education* dinyatakan valid, praktis, dan layak digunakan dalam pembelajaran Matematika kelas V SD. Media ini tidak hanya berfungsi sebagai alat bantu pembelajaran yang efektif, tetapi juga sebagai sarana dalam menanamkan nilai-nilai budaya lokal melalui pengenalan *jejaitan* Bali, sehingga siswa mampu memahami konsep bangun ruang secara lebih konkret dan bermakna.

Kata Kunci: Pengembangan, Buku digital, *etno education*, *jejaitan* Bali, bangun ruang, matematika

**DEVELOPMENT OF DIGITAL BOOKS ETNO EDUCATION JEJAITAN
BALI WITH INTEGRATION OF MATERIALS ON IDENTIFYING
SPACIOUS FIGURES IN MATHEMATICS LEARNING IN GRADE V OF
ELEMENTARY SCHOOLS**

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ABSTRACT

The objectives of this study are to: (1) describe the process of designing a digital ethno-education book media based on Balinese jejaitan; (2) describe the results of the validity of the learning media; and (3) describe the level of practicality of the media based on teacher and student responses. The type of research used is development research with the ADDIE model approach consisting of five stages, namely: Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques were carried out through observation, interviews, validation questionnaires, and practicality test questionnaires. The data analysis methods used were descriptive quantitative and descriptive qualitative. The development process began with identifying needs, designing media content and visuals, developing materials based on Balinese jejaitan as a representation of spatial structures, limited trials on fifth-grade students, and evaluation through expert validation and practicality tests. The validation results showed that the digital book obtained an average score of 93.1% from material experts and 96.85% from media experts, both of which are classified as "very good". Meanwhile, the practicality test results obtained a score of 100% from teachers and an average of 92.63% from students, which is included in the "very practical" category. Based on these findings, the ethno education digital book is declared valid, practical, and suitable for use in fifth grade elementary school Mathematics learning. This media not only functions as an effective learning tool, but also as a means of instilling local cultural values through the introduction of Balinese jejaitan, so that students are able to understand the concept of spatial shapes in a more concrete and meaningful way.

Keywords: *Development, digital books, ethno education, Balinese architecture, spatial structures, mathematics*