

PENGEMBANGAN MEDIA PEMBELAJARAN DIGITAL *FLASHCARD* BERBASIS KONTEKSTUAL DALAM MENINGKATKAN HASIL BELAJAR KOGNITIF SISWA PADA PEMBELAJARAN PENDIDIKAN PANCASILA KELAS V SD NEGERI 2 BATURITI

Oleh

Ni Kadek Manis Priska Astuti, NIM 2111031262

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media digital *flashcard*, (2) mendeskripsikan hasil validitas pengembangan media digital *flashcard*, dan (3) menganalisis efektivitas media digital *flashcard*, dalam meningkatkan hasil belajar kognitif siswa. Jenis penelitian ini adalah penelitian pengembangan dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode tes. Teknik analisis data yang digunakan adalah deskriptif kuantitatif, deskriptif kualitatif, dan statistik inferensial uji-t. Hasil penelitian menunjukkan bahwa: (1) rancang bangun media pembelajaran digital *flashcard* ini dirancang melalui tahapan pengembangan ADDIE, (2) hasil validitas media pembelajaran digital *flashcard* interaktif dengan kualifikasi sangat baik, nilai skor dari ahli materi 92,5%, ahli desain di peroleh 91,25% dan ahli media diperoleh 91,25% serta uji perorangan dan kelompok kecil diperoleh 98,83% dan 93,99% (3) hasil efektivitas media digital *flashcard* yang dikembangkan memperoleh nilai signifikasi (*2-tailed*) berkolerasi memperoleh nilai sebesar 0,000 atau $<0,05$ (taraf signifikansi 5%), sehingga media digital *flashcard* berbasis kontekstual efektif dalam meningkatkan hasil belajar kognitif siswa kelas V mata pembelajaran Pendidikan Pancasila Sekolah Dasar.

Kata-kata kunci: Digital *Flashcard*, Kontestual, Keragaman Budaya di Indonesia, Hasil Belajar Kognitif.

DEVELOPMENT OF CONTEXTUAL-BASED DIGITAL FLASHCARD LEARNING MEDIA TO IMPROVE STUDENTS' COGNITIVE LEARNING OUTCOMES ON PANCASILA EDUCATION IN GRADE V OF SD NEGERI 2 BATURITI

By
Ni Kadek Manis Priska Astuti, NIM 2111031262
Elementary School Teacher Education Study Program
Department of Primary Education

ABSTRACT

This study aims to (1) describe the design of digital flashcard media, (2) describe the validity results of developing digital flashcard media, and (3) analyse the effectiveness of digital flashcard media in improving students' cognitive learning outcomes. This research is a development study using the ADDIE model (Analyse, Design, Development, Implementation, Evaluation). The data collection method used is the test method. The data analysis techniques used are quantitative descriptive, qualitative descriptive, and inferential t-test statistics. The results of the study show that: (1) the design of this digital flashcard learning media was developed through the ADDIE development stages, (2) the validity results of the interactive digital flashcard learning media were very good, with a score of 92.5% from subject matter experts, 91.25% from design experts, and 91.25% from media experts, as well as 98.83% and 93.99% for individual and small group tests, respectively, (3) the effectiveness of the developed digital flashcard media obtained a significance value (2-tailed) with a correlation value of 0.000 or <0.05 (5% significance level), indicating that the context-based digital flashcard media is effective in improving the cognitive learning outcomes of 5th grade students in Pancasila Education at the elementary school level.

Keywords: Digital Flashcard, Contextual, Cultural Diversity in Indonesia, Cognitive Learning Outcomes.