

## ABSTRAK

Agustini, Ni Kadek Ayulina (2026), *Pengembangan Multimedia Interaktif Berbasis Tri Hita Karana untuk Meningkatkan Minat Belajar IPA Siswa Kelas III Sekolah Dasar*. Tesis. Pendidikan Dasar. Program Pascasarjana, Universitas Pendidikan Ganesha.

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*Kata kunci:* minat belajar IPA, multimedia interaktif, *Tri Hita Karana*

Salah satu kerangka di dalam pembelajaran mendalam ialah pemanfaatan digital. Pemanfaatan digital dapat menggunakan berbagai macam media pembelajaran. Pada kenyataannya masih minimnya penggunaan media yang inovatif dalam kegiatan pembelajaran di SD. Maka dari itu, penelitian ini memiliki tujuan guna mengembangkan media yakni berupa multimedia interaktif berbasis *Tri Hita Karana* yang praktis, efektif dan valid guna meningkatkan minat siswa kelas III SD di dalam pembelajaran IPA. Penelitian yang dipergunakan yakni penelitian dan pengembangan dengan menerapkan model ADDIE serta instrument yang dipilih yakni kuesioner untuk mengumpulkan data penelitian. Subjek pada penelitian ini ialah multimedia interaktif berbasis *Tri Hita Karana*, sedangkan objek penelitian yaitu validitas, kepraktisan, dan efektivitas. Uji coba produk dilakukan oleh para ahli, praktisi guru serta menggunakan respon siswa. Instrument penelitian berbentuk angket validitas media serta materi, angket kepraktisan guru, angket respon siswa, dan angket minat belajar IPA. Analisis di dalam pengujian hipotesis memanfaatkan uji *paired t-test*. Berdasar hasil pengujian validitas terhadap ahli materi didapatkan persentase sejumlah 95,42% dan ahli materi sejumlah 96%. Persentase kedua hasil validitas media tersebut berada di dalam kategori sangat baik. Uji kepraktisan yang telah dilakukan oleh 4 guru dan 6 siswa menghasilkan persentase sebesar 95% untuk praktisi guru, dan sebesar 94,05% untuk respon siswa, dimana keduanya berada di dalam kategori yang sama yaitu sangat baik. Berdasar pada hasil uji efektivitas diperoleh hasil analisis  $t_{hitung}$  sebesar 12,15 >  $t_{tabel}$  2,05. Hasil pengujian juga memperlihatkan nilai sig sejumlah  $<0,00 < 0,05$  yang mengindikasikan jika ada perbedaan cukup signifikan antara minat belajar IPA siswa kelas III SD terhadap penggunaan multimedia berbasis *Tri Hita Karana*, dengan nilai *effect size* diperoleh yakni 2,30, jika dikategorikan berdasarkan kriteria *effect size* termasuk ke dalam klasifikasi sangat besar. Dengan demikian, pengembangan multimedia interaktif berbasis *Tri Hita Karana* di SD No. 2 Abianbase dapat meningkatkan minat belajar IPA siswa kelas III SD.

## ABSTRACT

Agustini, Ni Kadek Ayulina (2026). *Development of Interactive Multimedia Based On Tri Hita Karana to Increase Science Learning Interest for Third-Grade Elementary School Students*. Thesis. Basic Education. Postgraduate Program, Universitas Pendidikan Ganesha.

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Keywords: Science learning interest, interactive multimedia, *Tri Hita Karana*

One framework in in-depth learning is the use of digital. The use of digital can use various kinds of learning media. In reality, the use of innovative media in learning activities in elementary schools is still minimal. Therefore, this study aims to develop media in the form of interactive multimedia based on *Tri Hita Karana* that is practical, effective and valid to optimize the interest of third-grade elementary school students in science learning. The study used research and development by applying the ADDIE model and the selected instrument was a questionnaire to collect research data. The subject in this study was interactive multimedia based on *Tri Hita Karana*, while the research objects were validity, practicality, and effectiveness. Product trials were conducted by experts, teacher practitioners and using student responses. The research instruments were in the form of media and material validity questionnaires, teacher practicality questionnaires, student response questionnaires, and science learning interest questionnaires. Analysis in hypothesis testing utilized a paired t-test. Based on the results of the validity test for material experts, the percentage obtained was 95.42% and for material experts was 96%. The percentage of both media validity results was in the very good category. The practicality test conducted by 4 teachers and 6 students resulted in a percentage of 95% for teacher practitioners, and 94.05% for student responses, both of which are in the same category, namely very good. Based on the results of the effectiveness test, the results of the t-test analysis were obtained at  $12.15 > t$  table 2.05. The test results also showed a significance value of  $<0.00 < 0.05$ , which indicates that there is a significant difference between the interest in learning science of grade III elementary school students towards the use of *Tri Hita Karana*-based multimedia, with an effect size value of 2.30, if categorized based on the effect size criteria, it is included in the very large classification. Thus, the development of interactive multimedia based on *Tri Hita Karana* at SD No. 2 Abianbase can increase the interest in learning science of grade III elementary school students.