

ABSTRAK

Julisartini, Ni Putu (2026). *Pengembangan Media Flipbook Interaktif untuk Meningkatkan Hasil Belajar Pendidikan Pancasila Sekolah Dasar.* Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha oleh Ni Putu Julisartini, I Nengah Suastika, Desak Putu Parmiti.

Kata-kata Kunci: Media Flipbook, Interaktif, Hasil Belajar, Pancasila

Pembelajaran yang dilaksanakan oleh guru cenderung masih berorientasi pada metode hafalan sehingga kurang menarik dan belum mendorong keterlibatan aktif sehingga berdampak pada hasil belajar yang rendah. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media flipbook interaktif yang dirancang secara kontekstual dan terintegrasi dengan platform digital guna meningkatkan hasil belajar siswa kelas III sekolah dasar. Jenis penelitian yaitu Research and Development (R&D) dengan menggunakan model ADDIE. Subjek penelitian ini yaitu 2 orang ahli Bahasa dan ahli media pembelajaran, serta 10 guru untuk uji kepraktisan. Subjek uji coba yaitu siswa kelas 3 SD yang berjumlah 25 orang. Metode pengumpulan data menggunakan angket dan tes. Instrumen penelitian berupa lembar kuesioner dan soal tes. Teknik yang digunakan dalam menganalisis data yaitu analisis deskriptif kualitatif, kuantitatif dan statistik inferensial. Hasil penelitian yaitu hasil uji ahli isi dan ahli flipbook interaktif sama-sama menunjukkan hasil sebesar 1,00 yang berarti materi dalam flipbook interaktif memperoleh kriteria Validitas Sangat Tinggi. Hasil uji kepraktisan oleh guru menunjukkan skor rata-rata seluruh aspek adalah 95,13 (sangat praktis. Hasil uji-t menunjukkan bahwa penggunaan media flipbook interaktif berpengaruh secara signifikan terhadap hasil belajar Pendidikan Pancasila siswa kelas III sekolah dasar. Disimpulkan Media Flipbook Interaktif dapat Meningkatkan Hasil Belajar Pendidikan Pancasila Siswa Sekolah Dasar.

ABSTRACT

Julisartini, Ni Putu (2026). *Development of interactive flipbook media to improve learning outcomes of elementary school students' Pancasila education. Thesis, Basic Education, Postgraduate Program, Ganesha University of Education by Ni Putu Julisartini, I Nengah Suastika, Desak Putu Parmiti.*

Keywords: Interactive Flipbook, Learning Media, Learning Outcomes, Pancasila Education

Learning practices implemented by teachers are still predominantly oriented toward rote memorization, resulting in less engaging instruction and limited active student participation, which consequently leads to low learning outcomes. Therefore, this study aimed to develop a contextually designed interactive flipbook integrated with digital platforms to improve the learning outcomes of third-grade elementary school students. This study employed a Research and Development (R&D) approach using the ADDIE model. The research subjects consisted of two experts (a language expert and a learning media expert) and ten teachers involved in the practicality test. The trial participants were 25 third-grade elementary school students. Data were collected through questionnaires and achievement tests, with research instruments in the form of questionnaires and test items. Data analysis techniques included qualitative descriptive analysis, quantitative analysis, and inferential statistical analysis. The results showed that the content expert validation and interactive flipbook media expert validation each obtained a score of 1.00, indicating that the developed flipbook met the criteria of very high validity. The practicality test conducted by teachers yielded an average score of 95.13, categorized as very practical. Furthermore, the t-test results revealed that the use of the interactive flipbook had a significant effect on improving students' learning outcomes in Pancasila Education for third-grade elementary school students. It can be concluded that the interactive flipbook is effective in enhancing elementary school students' learning outcomes in Pancasila Education.