

**PENGEMBANGAN MEDIA PEMBELAJARAN *ACCORDION BOOK*
BERBASIS PERMAINAN JELITA UNTUK MENINGKATKAN MINAT
BELAJAR SISWA KELAS IV SD**

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ABSTRAK

Penelitian ini bertujuan mengembangkan dan menganalisis validitas, kepraktisan, serta efektivitas media pembelajaran *Accordion Book* berbasis permainan JELITA (Jelajah Budaya Indonesia Tercinta) dalam meningkatkan minat belajar siswa kelas IV pada materi kekayaan budaya Indonesia. Penelitian ini merupakan *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *analyze, design, development, implementation, dan evaluation*. Uji coba menggunakan desain *one-group pretest-posttest* pada 31 siswa. Data dikumpulkan melalui validasi ahli, angket respon guru dan siswa, serta angket minat belajar. Hasil menunjukkan media sangat valid berdasarkan penilaian ahli materi dan ahli media (*Aiken's V* = 0,97 dan 0,96), sangat praktis (respon guru 100% dan siswa 97%), serta efektif meningkatkan minat belajar siswa. Peningkatan terlihat dari rata-rata skor pretest 55,65 menjadi 93,81 pada posttest dengan hasil uji *Wilcoxon* menunjukkan signifikansi $p < 0,05$. Dengan demikian, media *Accordion Book* berbasis permainan JELITA layak digunakan sebagai media pembelajaran IPAS yang konkret, interaktif, dan kontekstual di sekolah dasar.

Kata Kunci: *Accordion Book*, permainan JELITA, minat belajar, IPAS, sekolah dasar

***DEVELOPMENT OF A JELITA GAME-BASED ACCORDION BOOK
LEARNING MEDIA TO IMPROVE FOURTH-GRADE ELEMENTARY
STUDENTS' LEARNING INTEREST***

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ABSTRACT

This study aimed to develop and analyze the validity, practicality, and effectiveness of the JELITA game-based Accordion Book learning media in improving fourth-grade students' learning interest in Indonesian cultural heritage material. This research employed a Research and Development (R&D) approach using the ADDIE model, including analyze, design, development, implementation, and evaluation stages. The trial used a one-group pretest–posttest design involving 31 students. Data were collected through expert validation, teacher and student response questionnaires, and learning interest questionnaires. The results indicated that the media is highly valid based on expert judgment (Aiken's $V = 0.97$ and 0.96), very practical (teacher response 100% and students 97%), and effective in increasing students' learning interest. The mean score improved from 55.65 (pretest) to 93.81 (posttest) with Wilcoxon test significance $p < 0.05$. Therefore, the JELITA game-based Accordion Book is suitable as a concrete, interactive, and contextual IPAS learning media in elementary schools.

Keywords: *Accordion Book, JELITA game, learning interest, IPAS, elementary school*