

ABSTRAK

Somantari, Ni Ketut (2025), *Pengembangan Flipbook Berbantuan Games Edukasi untuk Meningkatkan Penguasaan Konsep pada Materi Keanekaragaman Budaya Siswa Kelas V Sekolah Dasar*. Tesis. Pendidikan Dasar. Program Pascasarjana. Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I : Dr. I Made Citra Wibawa, S.Pd., M.Pd. dan Pembimbing II: Prof. Dr. Ketut Suma, M.S.

Kata Kunci: *Flipbook*, *Games* Edukasi, Penguasaan Konsep, Keanekaragaman Budaya, Sekolah Dasar.

Penelitian ini bertujuan untuk mengembangkan serta menguji validitas, kepraktisan, dan efektivitas media pembelajaran *flipbook* berbantuan *games* edukasi pada materi keanekaragaman budaya untuk siswa kelas V sekolah dasar. Desain pengembangan yang digunakan mengadaptasi tahapan ADDIE dengan desain media digital yang meliputi analisis kebutuhan, perancangan, pengembangan, implementasi, dan evaluasi. Produk *flipbook* dirancang menggunakan Microsoft Word, Canva, dan Heyzine, dengan struktur yang memuat cerita kontekstual, ilustrasi budaya, refleksi, serta permainan edukatif yang mendukung penguasaan konsep secara aktif dan menyenangkan. Hasil validasi ahli menunjukkan bahwa media *flipbook* memenuhi kriteria validitas dari segi konten, tampilan grafis, keterbacaan, dan validitas teknis, sehingga dinyatakan layak digunakan tanpa revisi. Uji kepraktisan melibatkan guru dan siswa, dan menunjukkan bahwa *flipbook* mudah digunakan, menarik, interaktif, serta membantu proses pembelajaran secara signifikan. Hasil uji efektivitas menunjukkan bahwa penggunaan *flipbook* berbantuan *games* edukasi terbukti efektif dalam meningkatkan penguasaan konsep siswa pada materi keanekaragaman budaya. Siswa yang belajar menggunakan media *flipbook* berbantuan *games* edukasi menunjukkan peningkatan penguasaan konsep yang lebih tinggi dan lebih merata dibandingkan siswa yang mengikuti pembelajaran konvensional. Dengan demikian, *flipbook* berbantuan *games* edukasi dinyatakan valid, praktis, dan efektif untuk digunakan dalam pembelajaran keanekaragaman budaya siswa kelas V Gugus V Tuanku Imam Bonjol.

ABSTRACT

Somantari, Ni Ketut (2025). *Development of a Flipbook Assisted by Educational Games to Improve Concept Mastery in Cultural Diversity Material for Fifth-Grade Elementary School Students. Thesis. Elementary Education. Graduate Program. Universitas Pendidikan Ganesha.*

This thesis has been approved and reviewed by Supervisor I, Dr. I Made Citra Wibawa, S.Pd., M.Pd., and Supervisor II, Prof. Dr. Ketut Suma, M.S.

Keywords: *Flipbook, Educational Games, Concept Mastery, Cultural Diversity, Elementary School.*

This study aims to develop and examine the feasibility, practicality, and effectiveness of a flipbook learning media assisted by educational games on cultural diversity material for fifth-grade elementary school students. The development design adopted the ADDIE stages with a digital media design process consisting of needs analysis, design, development, implementation, and evaluation. The flipbook product was created using Microsoft Word, Canva, and Heyzine, and features contextual stories, cultural illustrations, reflection activities, and educational games that support active and enjoyable concept mastery. Expert validation results indicate that the flipbook meets the feasibility criteria in terms of content accuracy, graphic quality, readability, and technical appropriateness, and is therefore declared suitable for use without revision. Practicality tests involving teachers and students showed that the flipbook is easy to use, attractive, interactive, and significantly supports the learning process. The results of the effectiveness test indicate that the use of a flipbook assisted by educational games is effective in improving students' concept mastery of cultural diversity material. Students who learned using the flipbook assisted by educational games demonstrated higher and more evenly distributed improvements in concept mastery compared to students who participated in conventional learning. Therefore, the flipbook assisted by educational games is considered valid, practical, and effective for use in teaching cultural diversity to fifth-grade students at Gugus V Tuanku Imam Bonjol.