PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS KEARIFAN LOKAL SUBAK UNTUK MENINGKATKAN HASIL BELAJAR SISWA PADA TOPIK EKOSISTEM KELAS V SD

Oleh

Ni Luh Kusuma Dewi, NIM 2211031062

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian pengembangan ini bertujuan untuk (1) mengetahui rancang bangun media e-modul interaktif berbasis kearifan lokal Subak, (2) mengetahui validitas media e-modul interaktif berbasis kearifan lokal Subak, (3) mengetahui kepraktisan media e-modul interaktif berbasis kearifan lokal Subak, dan (4) mengetahui efektivitas media e-modul interaktif berbasis kearifan lokal Subak untuk meningkatkan hasil belajar siswa pada kelas V Sekolah Dasar. Penelitian ini merupakan penelitian pengembangan yang menggunakan model ADDIE yang meliputi tahap *Analysis* (analisis), *Design* (perancangan), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Metode pengumpulan data yang digunakan adalah kuesioner dan tes dengan teknik analisis data deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian menunjukkan bahwa media e-modul interaktif berbasis kearifan lokal Subak dinyatakan valid, praktis, dan efektif dalam meningkatkan hasil belajar siswa pada mata pelajaran IPAS topik ekosistem kelas V Sekolah Dasar. Hal ini ditunjukkan oleh hasil uji validitas ahli media memperoleh rata-rata skor 3,81 (sangat valid), hasil uji ahli materi memperoleh rata-rata skor 3,73 (sangat valid), hasil uji oleh guru memperoleh rata-rata skor 3,70 (sangat valid), hasil uji kepraktisan oleh siswa memperoleh rata-rata persentase 93,52% (sangat baik), dan pada uji efektivitas dengan hasil uji t sebesar 14,274 dan nilai signifikansi <0,001 dengan taraf signifikansi 0,05. Hal ini berarti H_0 ditolak dan H_A diterima. Sedangkan pada uji N gain Score diperoleh persentase sebesar 71,23% (cukup efektif). Dengan demikian dapat disimpulkan bahwa media e-modul interaktif berbasis kearifan lokal subak layak digunakan untuk meningkatkan hasil belajar siswa pada topik ekosistem kelas V Sekolah Dasar.

Kata Kunci: E-Modul Interaktif, Kearifan Lokal Subak, IPAS, Ekosistem, Hasil Belajar.

DEVELOPMENT OF INTERACTIVE E-MODULES BASED ON SUBAK LOCAL WISDOM TO IMPROVE STUDENT LEARNING OUTCOMES ON THE TOPIC OF ECOSYSTEMS IN GRADE V ELEMENTARY SCHOOL

By

Ni Luh Kusuma Dewi, NIM 2211031062

Elementary School Teacher Education Study Program

Department of Basic Education

ABSTRACT

This development research aims to (1) determine the design of interactive e-module media based on Subak local wisdom, (2) determine the validity of interactive e-module media based on Subak local wisdom, (3) to determine the practicality of interactive e-module media based on Subak local wisdom, and (4) to determine the effectiveness of interactive e-module media based on Subak local wisdom in improving student learning outcomes in fifth grade elementary school. This research is a development study using the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The data collection methods used were questionnaires and tests with quantitative descriptive and qualitative descriptive data analysis techniques. The results of the study show that it was successful in developing an interactive e-module based on Subak local wisdom that has been declared valid, practical, and effective in improving student learning outcomes in the IPAS subject on the topic of ecosystems in fifth grade elementary school. The results of the study indicate that the interactive e-module media based on Subak local wisdom is valid, practical, and effective in improving student learning outcomes in the IPAS subject on the topic of ecosystems in Grade V of elementary school. This is demonstrated by the results of the media validity test, which obtained an average score of 3.81 (highly valid), the content expert test results, which obtained an average score of 3.73 (highly valid), the teacher test results, which obtained an average score of 3.70 (highly valid), the results of the practicality test by students obtained an average percentage of 93.52% (very good), and in the effectiveness test with a t-test result of 14.274 and a significance value of <0.001 with a significance level of 0.05. This means that H0 is rejected and HA is accepted. Meanwhile, the N gain Score test obtained a percentage of 71.23% (quite effective). Thus, it can be concluded that interactive e-module media based on local subak wisdom is suitable for use in improving student learning outcomes on the topic of ecosystems in fifth grade elementary school.

Keywords: Interactive E-Module, Subak Local Wisdom, IPAS, Ecosystem, Learning Outcomes.