

ABSTRAK

Diantari, Ni Putu (2025). *Pengembangan Media Accordion Book Berkearifan Lokal Bali Berbantuan Game Interaktif untuk Meningkatkan Pemahaman Konsep IPA Siswa Kelas III Sekolah Dasar*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata kunci: *Accordion Book*, Kearifan Lokal Bali, *Game* Interaktif, Pemahaman Konsep IPA

Penelitian ini bertujuan untuk mengembangkan media *accordion book* berkearifan lokal Bali berbantuan *game* interaktif serta mengetahui tingkat validitas, kepraktisan, dan efektivitas media tersebut dalam meningkatkan pemahaman konsep IPA siswa kelas III Sekolah Dasar. Data dikumpulkan melalui metode angket dan tes. Instrumen yang digunakan meliputi lembar validasi ahli, angket kepraktisan guru dan siswa, serta tes pemahaman konsep IPA. Data dianalisis menggunakan analisis deskriptif kuantitatif untuk validitas dan kepraktisan, sedangkan uji efektivitas menggunakan desain *one-group pretest-posttest* dengan analisis uji-t berpasangan (*paired t-test*) dan perhitungan *effect size*. Hasil penelitian menunjukkan bahwa media *accordion book* berkearifan lokal Bali berbantuan *game* interaktif dinyatakan sangat valid, dengan persentase penilaian ahli media sebesar 96% dan ahli materi sebesar 96%, yang berada pada kualifikasi sangat baik. Hasil uji kepraktisan menunjukkan bahwa media berada pada kualifikasi sangat praktis, dengan persentase respons guru sebesar 98,67% dan respons siswa sebesar 98,45%. Uji efektivitas menunjukkan adanya perbedaan signifikan antara pemahaman konsep IPA sebelum dan sesudah penggunaan media dengan pengaruh yang sangat besar. Dengan demikian dapat disimpulkan bahwa media *accordion book* berkearifan lokal Bali berbantuan *game* interaktif valid, praktis, dan efektif digunakan untuk meningkatkan pemahaman konsep IPA siswa kelas III Sekolah Dasar.

ABSTRACT

Diantari, Ni Putu (2025). *Development of a Balinese Local Wisdom–Based Accordion Book Assisted by Interactive Games to Improve Science Concept Understanding of Third Grade Elementary School Students*. Thesis, Primary Education, Graduate Program, Universitas Pendidikan Ganesha.

This thesis has been approved and examined by Supervisor I: Prof. Dr. I Gede Margunayasa, S.Pd., M.Pd., and Supervisor II: Prof. Dr. I Wayan Kertih, M.Pd.

Keywords: Accordion Book, Balinese Local Wisdom, Interactive Games, Science Concept Understanding

This study aims to develop a Balinese local wisdom–based accordion book assisted by an interactive game and to determine its validity, practicality, and effectiveness in improving the science concept understanding of third-grade elementary school students. Data were collected through questionnaires and tests. The instruments used included expert validation sheets, practicality questionnaires for teachers and students, and a science concept understanding test. Data were analyzed using descriptive quantitative analysis to determine validity and practicality, while effectiveness was examined using a one-group pretest–posttest design with paired t-test analysis and effect size calculation. The results showed that the Balinese local wisdom–based accordion book assisted by an interactive game was highly valid, with validation percentages of 96% from media experts and 96% from content experts, both categorized as excellent. The practicality test results indicated that the media was highly practical, with teacher response percentages of 98.67% and student response percentages of 98.45%. The effectiveness test revealed a significant difference in students' science concept understanding before and after using the media, with a very large effect size. Therefore, it can be concluded that the Balinese local wisdom–based accordion book assisted by an interactive game is valid, practical, and effective in improving the science concept understanding of third-grade elementary school students.