

**PENGEMBANGAN MUSEUM VIRTUAL BERBASIS MODEL  
KARYAWISATA MATERI WARISAN BUDAYA INDONESIA UNTUK  
MENINGKATKAN LITERASI BUDAYA SISWA KELAS VI SD**

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**ABSTRAK**

Rendahnya kemampuan literasi budaya siswa sekolah dasar masih menjadi permasalahan dalam kegiatan pembelajaran. Hasil observasi menunjukkan bahwa siswa kelas VI Sekolah Dasar masih memiliki pemahaman yang rendah terhadap materi budaya serta minat belajar yang masih kurang akibat keterbatasan media dan model pembelajaran. Tujuan dari penelitian ini yaitu, (1) mendeskripsikan rancang bangun pengembangan museum virtual berbasis model karyawan wisata, (2) mengetahui kelayakan museum virtual berbasis model karyawan wisata, dan (3) mengetahui efektivitas museum virtual berbasis model karyawan wisata untuk meningkatkan literasi budaya siswa. Penelitian ini merupakan penelitian pengembangan yang menggunakan model 4-D yang meliputi tahap *define*, *design*, *develop*, dan *disseminate*. Subjek penelitian merupakan siswa kelas VI Sekolah Dasar. Metode pengumpulan data dilakukan melalui observasi, kuesioner, dan tes pilihan ganda. Teknik analisis data yang digunakan meliputi analisis kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa museum virtual berbasis model karyawan wisata memperoleh kualifikasi sangat baik berdasarkan penilaian para ahli, mulai dari ahli rancang bangun yang memperoleh skor 90%, ahli isi materi pembelajaran memperoleh skor 98%, ahli desain memperoleh skor 96,7% dan ahli media pembelajaran memperoleh skor 91% dengan kualifikasi sangat baik. Kemudian dari respon siswa pada uji coba perorangan memperoleh skor 91% dan uji coba kelompok kecil memperoleh skor 93%. Selain itu, Hasil uji efektivitas diperoleh  $t_{hitung} = 12,246$ . Kemudian  $t_{hitung}$  dibandingkan dengan  $t_{tabel}$  pada taraf signifikansi 5% yaitu untuk  $dk = (n-1) = 28-1 = 27$  dimana nilai  $t_{tabel}$  adalah 2,052. Hasil perhitungan menunjukkan bahwa nilai  $t_{hitung} > t_{tabel}$  ( $12,246 > 2,052$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Berdasarkan kriteria pengujian, jika  $H_0$  ditolak dan  $H_1$  diterima. Hasil uji efektivitas menunjukkan adanya peningkatan kemampuan literasi budaya siswa setelah menggunakan media pembelajaran yang dikembangkan. Dengan demikian, museum virtual berbasis model karyawan wisata layak dan efektif digunakan sebagai media pembelajaran IPAS di sekolah dasar.

**Kata Kunci:** Model 4-D, Museum Virtual, Model Karyawan Wisata, Literasi Budaya

**DEVELOPMENT OF A VIRTUAL MUSEUM BASED ON AN  
EMPLOYMENT MODEL IN INDONESIAN CULTURAL HERITAGE  
MATERIALS TO IMPROVE THE CULTURAL LITERACY OF CLASS VI  
PRIMARY SCHOOL STUDENTS**

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**ABSTRACT**

*The low cultural literacy skills of elementary school students are still a problem in learning activities. Observation results show that sixth grade elementary school students still have a low understanding of cultural materials and a lack of interest in learning due to limited media and learning models. The objectives of this study are: (1) to describe the design and development of a virtual museum based on a field trip model, (2) to determine the feasibility of a virtual museum based on a field trip model, and (3) to determine the effectiveness of a virtual museum based on a field trip model to improve students' cultural literacy. This study is a development research using a 4-D model which includes the stages of define, design, develop, and disseminate. The research subjects were sixth grade elementary school students. Data collection methods were carried out through observation, questionnaires, and multiple-choice tests. Data analysis techniques used included qualitative and quantitative analysis. The results showed that the virtual museum based on the field trip model obtained very good qualifications based on expert assessments, starting from design experts who obtained a score of 90%, learning material content experts obtained a score of 98%, design experts obtained a score of 96.7% and learning media experts obtained a score of 91% with very good qualifications. Then the student response in the individual trial obtained a score of 91% and the small group trial obtained a score of 93%. The results showed that the virtual museum based on the field trip model achieved a very good qualification based on expert evaluations and student responses. Furthermore, the effectiveness test results indicated an improvement in students' cultural literacy abilities after using the developed learning media. Therefore, the virtual museum based on the field trip learning model was considered feasible and effective for use as an instructional medium in elementary school social science learning.*

**Keywords:** *4-D Model, Virtual Museum, Field Trip Learning Model, Cultural Literacy*