

**PENGEMBANGAN POWERPOINT INTERAKTIF EKODAFAL
BERBASIS KEARIFAN LOKAL UNTUK MENINGKATKAN HASIL
BELAJAR PADA MATERI EKOSISTEM DI KELAS 5 SDN 2 BLAHKIUH**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, mengetahui hasil validitas ditinjau dari uji ahli isi, uji ahli desain intruksional, uji ahli media pembelajaran, mengetahui hasil kepraktisan ditinjau dari uji pendidik, uji perorangan dan uji kelompok kecil muatan IPAS serta mengetahui efektivitas powerpoint interaktif berbasis kearifan lokal pada siswa kelas 5 sekolah dasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilakukan melalui metode non-tes berupa angket dan metode tes. Hasil penelitian pengembangan ini terdiri dari (1) rancang bangun powerpoint interaktif berupa flowchart dan storyboard berdasarkan tahapan model ADDIE untuk menghasilkan powerpoint interaktif yang berbentuk link, (2) hasil validitas isi powerpoint interaktif berbasis kearifan lokal dinyatakan valid berdasarkan hasil penilaian ahli isi mata pelajaran sebesar 98,21% dengan kualifikasi sangat baik, penilaian uji ahli desain instruksional sebesar 92,70% dengan kualifikasi sangat baik, penilaian uji ahli media pembelajaran sebesar 93,05% dengan kualifikasi sangat baik, (3) hasil kepraktisan *powerpoint* interaktif berbasis kearifan lokal dinyatakan praktis berdasarkan hasil uji coba pendidik, uji coba perorangan, dan uji coba kelompok kecil sebesar 95,33% dengan kualifikasi sangat baik, (3) berdasarkan hasil uji efektivitas menggunakan rumus uji-t dependent diperoleh nilai diperoleh $t_{hitung} = 21,667$ yang selanjutnya dibandingkan dengan taraf signifikan 5% dengan $dk = n - 1 = 16 - 1 = 15$ diperoleh $t_{tabel} = 1,746$ yang menyatakan bahwa terdapat perbedaan yang signifikan antara sebelum dan sesudah powerpoint interaktif berbasis kearifan lokal. Berdasarkan perhitungan tersebut diperoleh bahwa $t_{hitung} > t_{tabel}$, maka H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa *powerpoint* interaktif berbasis kearifan lokal efektif diterapkan pada peserta didik sekolah dasar.

Kata Kunci : Powerpoint Interaktif, Kearifan Lokal, IPAS, Model ADDIE, Kurikulum Merdeka

**DEVELOPMENT OF EKODAFAL INTERACTIVE POWERPOINT BASED
ON LOCAL WISDOM TO IMPROVE LEARNING OUTCOMES ON
ECOSYSTEM MATERIAL FOR FIFTH GRADE STUDENTS AT SDN 2
BLAHKIUH**

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ABSTRACT

This study aims to describe the design and development process, determine the validity results reviewed from content expert tests, instructional design expert tests, and learning media expert tests, identify the practicality results reviewed from teacher tests, individual tests, and small group tests in the IPAS subject, as well as determine the effectiveness of local wisdom-based interactive PowerPoint for fifth grade elementary school students. This study employed the ADDIE development model. Data collection methods were carried out through non-test methods in the form of questionnaires and test methods. The results of this development study consist of: (1) the design and development of interactive PowerPoint in the form of flowcharts and storyboards based on the stages of the ADDIE model to produce link-based interactive PowerPoint media; (2) the validity results of the local wisdom-based interactive PowerPoint were declared valid based on the assessment results of subject matter experts at 98.21% with a very good qualification, instructional design expert assessment at 92.70% with a very good qualification, and learning media expert assessment at 93.05% with a very good qualification; (3) the practicality results of the local wisdom-based interactive PowerPoint were declared practical based on teacher trials, individual trials, and small group trials with a percentage of 95.33% and a very good qualification; (4) based on the effectiveness test results using the dependent t-test formula, the obtained value was $t_{count} = 21.667$, which was then compared with the significance level of 5% with $df = n - 1 = 16 - 1 = 15$, resulting in $t_{table} = 1.746$, indicating that there was a significant difference before and after the implementation of the local wisdom-based interactive PowerPoint. Based on these calculations, it was found that $t_{count} > t_{table}$, therefore H_0 was rejected and H_1 was accepted. Thus, it can be concluded that the local wisdom-based interactive PowerPoint is effective for implementation in elementary school students.

Keywords: *Interactive PowerPoint, Local Wisdom, IPAS, ADDIE Model, Merdeka Curriculum*