

**PENGEMBANGAN MEDIA *POWERPOINT* INTERAKTIF BERBASIS  
KEARIFAN LOKAL TRADISI SIAT TIPAT BANTAL PADA MATERI  
KEUNIKAN DAN KEBIASAAN MASYARAKAT DI SEKITARKU MATA  
PELAJAR IPAS KELAS IV SD NO 3 BUDUK, BADUNG**

Oleh

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**ABSTRAK**

Hasil belajar IPAS peserta didik yang rendah pada materi keunikan dan kebiasaan masyarakat di sekitarku disebabkan oleh metode pembelajaran oleh tenaga pendidik yang konvensional. Tidak ditemukannya media pembelajaran yang mendukung sebagai inovasi dalam pembelajaran untuk dapat menarik perhatian, sesuai dengan karakteristik peserta didik, dan dapat meningkatkan pemahaman peserta didik. Penelitian ini bertujuan mengembangkan media *PowerPoint* interaktif berbasis kearifan lokal sebagai solusi pembelajaran yang kontekstual dan menarik dengan memadukan media digital dan kearifan lokal. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE. Subjek uji coba meliputi ahli isi pembelajaran, ahli desain instruksional, ahli media pembelajaran, tiga peserta didik pada uji perorangan, sembilan peserta didik pada uji kelompok kecil, serta 29 peserta didik kelas IV di SD No. 3 Buduk, Badung. Data dikumpulkan melalui observasi, wawancara, angket, dan tes. Data yang diperoleh kemudian dianalisis dengan teknik kualitatif deskriptif dan statistik inferensial. Hasil penelitian menunjukkan penilaian sangat baik dari ahli rancang bangun (92,50%), ahli isi (90,00%), ahli desain instruksional (96,25%), ahli media (92,60%), uji perorangan (95,66%), dan uji kelompok kecil (95,00%), serta hasil uji efektivitas diperoleh rata-rata 90,00 mencapai predikat sangat baik berdasarkan PAP (Penilaian Acuan Patokan). Hasil uji hipotesis menunjukkan dihitung berdasarkan uji-t *sample dependent* didapat ( $t_{hitung} 22,91 > t_{tabel} 2,04$ ) sehingga  $H_0$  ditolak dan  $H_1$  diterima, yang berbunyi bahwa terdapat perbedaan yang signifikan (5%) perolehan rata-rata skor *pre-test* dan *post-test* menggunakan produk pengembangan media *PowerPoint* interaktif berbasis kearifan lokal tradisi “siat tipat bantal” pada materi keunikan dan kebiasaan masyarakat di sekitarku Mata pelajaran ipas Kelas IV di SD No. 3 Buduk, Badung. Sehingga dapat disimpulkan media *PowerPoint* interaktif berbasis kearifan lokal dinyatakan layak dan efektif meningkatkan pemahaman tentang materi keunikan dan kebiasaan masyarakat di sekitarku.

**Kata Kunci:** *PowerPoint* interaktif, Kearifan Lokal, Hasil Belajar

**DEVELOPMENT OF INTERACTIVE POWERPOINT MEDIA BASED ON LOCAL WISDOM OF THE SIAT TIPAT BANTAL TRADITION ON THE UNIQUENESS AND HABITS OF THE COMMUNITY AROUND ME FOR SCIENCE STUDENTS OF GRADE IV ELEMENTARY SCHOOL NO. 3 BUDUK, BADUNG**

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**ABSTRACT**

*The low learning outcomes of students in the science subjects on the uniqueness and customs of the people around me are caused by conventional teaching methods by teachers. The absence of supporting learning media as an innovation in learning to attract attention, suit students' characteristics, and improve students' understanding. This study aims to develop interactive PowerPoint media based on local wisdom as a contextual and interesting learning solution by combining digital media and local wisdom. This study is a development research with the ADDIE model. The trial subjects included learning content experts, instructional design experts, learning media experts, three students in individual tests, nine students in small group tests, and 29 fourth grade students at SD No. 3 Buduk, Badung. Data were collected through observation, interviews, questionnaires, and tests. The data obtained were then analyzed using descriptive qualitative techniques and inferential statistics. The results of the study showed a very good assessment from design experts (92.50%), content experts (90.00%), instructional design experts (96.25%), media experts (92.60%), individual tests (95.66%), and small group tests (95.00%), and the results of the effectiveness test obtained an average of 90.00 reaching a very good predicate based on PAP (Benchmark Assessment). The results of the hypothesis test showed that calculated based on the dependent sample t-test obtained ( $t_{count} 22.91 > t_{table} 2.04$ ) so that  $H_0$  was rejected and  $H_1$  was accepted, which stated that there was a significant difference (5%) in the average pre-test and post-test scores using interactive PowerPoint media development products based on local wisdom of the "siat tipat bantal" tradition on the material of the uniqueness and customs of the people around me in the subject of science for Grade IV at SD No. 3 Buduk, Badung. So it can be concluded that interactive PowerPoint media based on local wisdom is declared feasible and effective in increasing understanding of the material of the uniqueness and customs of the people around me.*

**Kata Kunci:** *Interactive PowerPoint, Local Wisdom, Learning Outcome*