

**PENGEMBANGAN MEDIA *FLIPBOOK* INTERAKTIF BERBASIS
KESENIAN TARI LEGONG KERATON PADA MATERI WARISAN
BUDAYA TAK BENDA MUATAN IPAS KELAS V SD N 1 SUWAT**

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendeskripsikan rancang bangun Media *Flipbook* Interaktif berbasis kesenian tari legong keraton pada materi warisan budaya tak benda muatan IPAS kelas V SD N 1 Suwat, (2) untuk mengetahui kualitas Media *Flipbook* Interaktif berbasis kesenian tari legong keraton pada materi warisan budaya tak benda muatan IPAS kelas V SD N 1 Suwat ditinjau dari isi, desain intruksional, media pembelajaran, uji perorangan dan uji kelompok kecil pada siswa kelas V SD N 1 Suwat, (3) untuk mengetahui efektivitas Media *Flipbook* Interaktif berbasis kesenian tari legong keraton pada materi warisan budaya tak benda muatan IPAS kelas V SD N 1 Suwat. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode angket/kuesioner, dan metode tes. Hasil analisis data penelitian ini adalah (1) rancang bangun media *flipbook* interaktif berdasarkan hasil penilaian dari ahli rancang bangun sebesar 93,75% dengan kualifikasi sangat baik, (2) media *flipbook* interaktif dinyatakan layak berdasarkan hasil penilaian dari ahli isi materi pelajaran sebesar 93,73% dengan kualifikasi sangat baik, hasil penilaian dari ahli desain intruksional sebesar 95,63% dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 95,00% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 92,29% dengan kualifikasi sangat baik, dan hasil penilaian uji coba kelompok kecil sebesar 95,00% dengan kualifikasi sangat baik. (3) efektivitas media video pembelajaran berdasarkan uji-t *sample dependent* diperoleh nilai $t_{hitung} = 12,56$ sedangkan nilai t_{tabel} dengan $dk = n - 1 = 16 - 1 = 15$ pada taraf signifikansi 5% diperoleh sebesar 2,042 Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Jadi dapat disimpulkan bahwa media Media *Flipbook* Interaktif berbasis kesenian tari legong keraton efektif diterapkan pada materi warisan budaya tak benda muatan IPAS kelas V SD N 1 Suwat.

Kata Kunci: pengembangan, *flipbook* interaktif, Kesenian tari Legong, IPAS

**DEVELOPMENT OF INTERACTIVE FLIPBOOK MEDIA BASED ON
THE ART OF THE LEGONG KERATON DANCE IN THE MATERIAL OF
INTANGIBLE CULTURAL HERITAGE IN THE SCIENCE COURSE OF
GRADE V OF SD N 1 SUWAT**

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ABSTRAC

This study aims (1) to describe the design of Interactive Flipbook Media based on the Legong Keraton dance art on the intangible cultural heritage material for the fifth grade of SD N 1 Suwat Science subject, (2) to determine the quality of Interactive Flipbook Media based on the Legong Keraton dance art on the intangible cultural heritage material for the fifth grade of SD N 1 Suwat Science subject in terms of content, instructional design, learning media, individual tests and small group tests on fifth grade students of SD N 1 Suwat, (3) to determine the effectiveness of Interactive Flipbook Media based on the Legong Keraton dance art on the intangible cultural heritage material for the fifth grade of SD N 1 Suwat Science subject. This study uses the ADDIE development model. The data collection method is carried out through the questionnaire method and the test method. The results of the data analysis of this study are (1) the design and construction of interactive flipbook media based on the assessment results from design and construction experts is 93.75% with very good qualifications, (2) interactive flipbook media is declared feasible based on the assessment results from subject matter content experts of 93.73% with very good qualifications, the assessment results from instructional design experts of 95.63% with very good qualifications, the assessment results from learning media experts of 95.00% with very good qualifications, the results of individual trial assessments of 92.29% with very good qualifications, and the results of small group trial assessments of 95.00% with very good qualifications. (3) the effectiveness of learning video media based on the dependent sample t-test obtained a t-value of 12.56 while the t-table value with $df = n-1 = 16-1 = 15$ at a significance level of 5% was obtained at 2.042. These results indicate that $t\text{-count} > t\text{-table}$ so that H_0 is rejected and H_1 is accepted. Therefore, it can be concluded that the Interactive Flipbook Media based on the Legong Keraton dance art is effectively applied to the intangible cultural heritage material for the fifth grade science subjects of SD N 1 Suwat.

Keywords: development, interactive flipbook, Legong dance art, science IPAS