

**PENGEMBANGAN MUSEUM VIRTUAL BERBASIS MODEL  
KARYAWISATA MATERI LAHIRNYA SUMPAAH PEMUDA UNTUK  
MENINGKATKAN SIKAP NASIONALISME SISWA KELAS VI SD**

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**ABSTRAK**

Penelitian pengembangan ini dilatarbelakangi oleh keterbatasan penggunaan media dan model pembelajaran inovatif pada muatan sejarah yang menyebabkan rendahnya partisipasi siswa serta belum optimalnya pemahaman nilai-nilai nasionalisme pada siswa. Tujuan dari penelitian ini yaitu, (1) mendeskripsikan rancang bangun pengembangan museum virtual berbasis model karyawisata, (2) mengetahui kelayakan museum virtual berbasis model karyawisata, dan (3) mengetahui efektivitas museum virtual berbasis model karyawisata untuk meningkatkan sikap nasionalisme siswa. Penelitian ini merupakan penelitian pengembangan yang menggunakan model 4-D. Subjek penelitian merupakan siswa kelas VI Sekolah Dasar. Metode pengumpulan data dilakukan melalui observasi dan kuisioner. Teknik analisis data yang digunakan meliputi analisis kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa (1) rancang bangun museum virtual berbasis model karyawisata materi lahirnya sumpah pemuda memperoleh skor 95% (sangat baik), (2) hasil uji kelayakan menunjukkan museum virtual berbasis model karyawisata materi lahirnya sumpah pemuda layak digunakan dengan kualifikasi sangat baik berdasarkan penilaian ahli isi/materi pembelajaran 98,67%, ahli desain pembelajaran 95%, ahli media pembelajaran 91,07%, uji coba perorangan 84,99%, dan uji coba kelompok kecil 82,76%, (3) hasil uji efektivitas memperoleh nilai  $t_{hitung}$  lebih besar daripada  $t_{tabel}$  ( $10,683 > 2,052$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Hal ini menunjukkan bahwa rata-rata nilai *post-nontest* siswa menggunakan museum virtual berbasis model karyawisata materi lahirnya sumpah pemuda lebih tinggi dibandingkan dengan rata-rata nilai *pre-nontest* siswa sebelum menggunakan museum virtual berbasis model karyawisata materi lahirnya sumpah pemuda ( $85 > 70$ ). Maka dapat disimpulkan bahwa museum virtual berbasis model karyawisata materi lahirnya sumpah pemuda efektif diterapkan untuk meningkatkan sikap nasionalisme siswa kelas VI sekolah dasar.

**Kata Kunci:** Model 4-D, Museum Virtual, Model Karyawisata, Sikap Nasionalisme

**DEVELOPMENT OF A VIRTUAL MUSEUM BASED ON THE FIELD TRIP  
MODEL ON THE YOUTH PLEDGE MATERIAL TO IMPROVE THE  
NATIONALIST ATTITUDE OF GRADE VI ELEMENTARY SCHOOL  
STUDENTS**

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**ABSTRACT**

*This development research is motivated by the limited use of innovative media and learning models in history content which causes low student participation and less than optimal understanding of nationalist values in students. The objectives of this research 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 in improving students' nationalist attitudes. This research is a development research that uses a 4-D model. The research subjects are sixth grade elementary school students. Data collection methods are carried out through observation and questionnaires. Data analysis techniques used include qualitative and quantitative analysis. The results of the study showed that (1) the design of a virtual museum based on the field trip model of the Youth Pledge material obtained a score of 95% (very good), (2) the results of the feasibility test showed that the virtual museum based on the field trip model of the Youth Pledge material was suitable for use with very good qualifications based on the assessment of content/learning materials experts 98.67%, learning design experts 95%, learning media experts 91.07%, individual trials 84.99%, and small group trials 82.76%, (3) the results of the effectiveness test obtained a t-count value greater than t-table ( $10.683 > 2.052$ ), so  $H_0$  was rejected and  $H_1$  was accepted. This shows that the average post-nontest score of students using the virtual museum based on the field trip model of the birth of the Youth Pledge material was higher than the average pre-nontest score of students before using the virtual museum based on the field trip model of the birth of the Youth Pledge material ( $85 > 70$ ). Therefore, it can be concluded that the virtual museum based on the field trip model of the birth of the Youth Pledge material is effective in increasing the nationalistic attitude of sixth grade elementary school students.*

**Keywords:** *4-D Model, Virtual Museum, Field Trip Model, Nationalist Attitude*