

**PENGEMBANGAN MEDIA *KOMEDI AR* BERBASIS ETNOSAINS  
BUDAYA *SUBAK* PADA MATERI EKOSISTEM UNTUK  
MENINGKATKAN LITERASI SAINS SISWA SD**

**Oleh**

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**ABSTRAK**

Kemampuan literasi sains merupakan keterampilan penting yang perlu dikembangkan sejak sekolah dasar untuk membekali siswa menghadapi tantangan abad ke-21. Namun, kemampuan literasi sains siswa di Indonesia masih tergolong rendah, terutama pada pembelajaran IPAS materi ekosistem. Rendahnya literasi sains dipengaruhi oleh pembelajaran konvensional yang berpusat pada guru, belum optimal memanfaatkan teknologi, dan kurang mengintegrasikan budaya lokal. Penelitian ini bertujuan mengembangkan media *KOMEDI AR* berbasis etnosains budaya *Subak* pada materi Ekosistem yang Harmonis serta menganalisis rancang bangun, validitas, kepraktisan, dan efektivitasnya dalam meningkatkan literasi sains siswa SD. Metode penelitian menggunakan pendekatan penelitian dan pengembangan (R&D) dengan model ADDIE, meliputi analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian terdiri atas dua ahli media, dua ahli materi, dua guru SD, enam siswa uji kelompok kecil, dan 19 siswa kelas V uji efektivitas. Hasil validasi menunjukkan media sangat layak dengan skor validitas ahli media 4,56 dan ahli materi 4,85. Uji kepraktisan menunjukkan respons guru 100% dan siswa 98%, kategori sangat baik. Hasil uji efektivitas dengan *paired sample t-test* menunjukkan peningkatan literasi sains signifikan ( $p = 0,000 < 0,05$ ). Media *KOMEDI AR* berbasis etnosains budaya *Subak* berpotensi menjadi alternatif pembelajaran IPAS yang menarik, kontekstual, dan efektif meningkatkan literasi sains siswa SD.

**Kata Kunci:** *KOMEDI AR*, Etnosains, Budaya *Subak*, Literasi Sains, Ekosistem.

***DEVELOPMENT OF AR COMEDY MEDIA BASED ON SUBAK  
CULTURE'S ETHNOSCIENCE ON ECOSYSTEM MATERIAL TO  
IMPROVE ELEMENTARY SCHOOL STUDENTS' SCIENCE LITERACY***

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***ABSTRACT***

*Science literacy is an essential skill that should be developed from elementary school to prepare students for the challenges of the 21st century. However, science literacy among Indonesian students remains low, particularly in the Integrated Science (IPAS) learning on ecosystem topics. This low literacy is influenced by conventional teacher-centered learning, limited use of technology, and insufficient integration of local culture. This study aims to develop the KOMEDI AR media based on Subak cultural ethnosience for the Harmonious Ecosystem topic and to analyze its design, validity, practicality, and effectiveness in improving elementary students' science literacy. The research employed a research and development (R&D) approach using the ADDIE model, including analysis, design, development, implementation, and evaluation stages. The subjects included two media experts, two content experts, two elementary school teachers, six students for small-group testing, and 19 fifth-grade students for effectiveness testing. Validation results showed the media were highly feasible, with media expert and content expert validity scores of 4.56 and 4.85, respectively. Practicality tests revealed teacher responses at 100% and student responses at 98%, categorized as very good. Effectiveness testing using paired sample t-test indicated a significant improvement in science literacy ( $p = 0.000 < 0.05$ ). The KOMEDI AR media based on Subak ethnosience has the potential to serve as an engaging, contextual, and effective alternative for teaching IPAS, enhancing elementary students' science literacy.*

***Keywords*** : *KOMEDI AR, Ethnosience, Subak Culture, Science Literacy, Ecosystem*