

**PENGEMBANGAN MEDIA DIGITAL *GAME* PETUALANGAN
HARMONI BERORIENTASI TRI HITA KARANA PADA
PEMBELAJARAN IPAS SISWA KELAS V SD NEGERI 1 SAKTI**

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis kelayakan, mengevaluasi kepraktisan, dan menguji efektivitas media digital *Game* Petualangan Harmoni Berorientasi Tri Hita Karana dalam meningkatkan hasil belajar IPAS siswa kelas V. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE dan menggunakan desain one group pretest–posttest pada tahap implementasi. Subjek penelitian meliputi 20 siswa, dua ahli materi, dua ahli media, satu guru, dan enam siswa pada uji kepraktisan. Data dikumpulkan melalui angket validasi, angket respons, serta tes pilihan ganda sebanyak 25 butir. Analisis data dilakukan secara deskriptif kualitatif, deskriptif kuantitatif, dan inferensial menggunakan uji paired samples t-test. Hasil penelitian menunjukkan bahwa media yang dikembangkan memiliki tingkat kelayakan yang sangat baik dari aspek materi dan media serta dinilai praktis digunakan dalam pembelajaran berdasarkan respons positif guru dan siswa. Penggunaan media pembelajaran juga terbukti mampu meningkatkan hasil belajar siswa secara signifikan setelah penerapan pembelajaran. Disimpulkan bahwa media yang dikembangkan layak, praktis, dan efektif meningkatkan hasil belajar IPAS. Implikasinya, media ini dapat digunakan sebagai alternatif pembelajaran digital berbasis kearifan lokal untuk memperkuat pemahaman konsep dan kualitas pembelajaran di sekolah dasar.

Kata Kunci: media *game* edukasi, Tri Hita Karana, hasil belajar IPAS, pembelajaran digital, sekolah dasar

**THE DEVELOPMENT OF DIGITAL MEDIA GAME PETUALANGAN
HARMONI ORIENTED TOWARD TRI HITA KARANA FOR FIFTH GRADE
STUDENT IN LEARNING SCIENCE AT SD NEGERI 1 SAKTI**

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ABSTRACT

*This study aims to analyze the feasibility, evaluate the practicality, and examine the effectiveness of the development of digital media game petualangan harmoni oriented toward to improve the fifth-grade students in learning science. This research conducted a research and development approach using the ADDIE model and applied a one-group pretest–posttest design. The subjects consisted of 20 students, two content experts, two media experts, one teacher, and six students involved in the practicality test. Data were collected through validation questionnaires, response questionnaires, and a 25-item multiple-choice test. Data analysis was conducted using qualitative descriptive, quantitative descriptive, and inferential statistics with a paired samples *t*-test. The research results indicate that the developed media has a very high level of feasibility in terms of both material and media aspects and is considered practical for use in learning based on positive responses from teachers and students. The use of the learning media has also been proven to significantly improve students' science learning outcomes after its implementation. It is concluded that the developed media is feasible, practical, and effective in improving IPAS learning outcomes, and it can be used as a local wisdom–based digital learning alternative.*

Keywords: educational game media, Tri Hita Karana, IPAS learning outcomes, digital learning, elementary school