

**PENGEMBANGAN *E-BOOK* BERMUATAN KEARIFAN LOKAL
DENGAN PERMAINAN TRADISIONAL MEGOAK-GOAKAN UNTUK
MENINGKATKAN MINAT BELAJAR SISWA KELAS IV**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya minat belajar siswa kelas IV di SD Negeri 1 Bugbug serta pemanfaatan media digital yang belum optimal dan kurangnya integrasi kearifan lokal dalam pembelajaran. Tujuan penelitian ini adalah untuk mengembangkan media pembelajaran berupa *E-Book* bermuatan kearifan lokal Bali dengan permainan tradisional Megoak-goakan yang valid, praktis, dan efektif. Jenis penelitian ini adalah penelitian pengembangan (R&D) dengan menggunakan model ADDIE. Subjek penelitian terdiri dari ahli media, ahli materi, praktisi guru, serta 28 siswa kelas IV SD Negeri 1 Bugbug. Hasil penelitian menunjukkan bahwa: (1) Rancang bangun *E-Book* dikembangkan dalam bentuk *flipbook* melalui aplikasi Canva yang mengintegrasikan materi Kurikulum Merdeka dengan nilai-nilai karakter permainan Megoak-goakan. (2) Validitas media dinyatakan sangat layak dengan rata-rata skor 3,65 dari ahli media dan skor sempurna 4,00 dari ahli materi. (3) Tingkat kepraktisan media dikualifikasikan sangat praktis dengan persentase 98,75% dari respon guru, 94,17% pada uji perorangan, dan 95% pada uji kelompok kecil. (4) Efektivitas media menunjukkan peningkatan minat belajar yang signifikan dengan nilai rata-rata *N-Gain* sebesar 0,7369 (kategori tinggi). Berdasarkan uji hipotesis *Wilcoxon Signed Rank Test*, diperoleh nilai *Asymp. Sig. (2-tailed)* sebesar $0,001 < 0,05$, sehingga dapat disimpulkan bahwa *E-Book* bermuatan kearifan lokal Bali efektif dalam meningkatkan minat belajar siswa.

Kata Kunci: *E-Book*, Kearifan Lokal, Megoak-goakan, Minat Belajar.

THE DEVELOPMENT OF E – BOOK INTEGRATED WITH LOCAL WISDOM TRADITIONAL GAMES TO INCREASE THE INTEREST IN LEARNING OF GRADE IV STUDENTS

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ABSTRACT

This research is motivated by the low interest in learning of grade IV students at SD Negeri 1 Bugbug as well as the use of digital media that is not optimal and the lack of integration of local wisdom in learning. The purpose of this research is to develop learning media in the form of an E-Book containing Balinese local wisdom with a valid, practical, and effective traditional Megoak-goakan game. This type of research is development research (R&D) using the ADDIE model. The research subjects consisted of media experts, material experts, teacher practitioners, and 28 grade IV students of SD Negeri 1 Bugbug. The results showed that: (1) The E-Book was designed as a flipbook using the Canva application, integrating the Merdeka Curriculum material with the character values of the Megoak-goakan game. (2) Media validity was declared highly feasible with an average score of 3.65 from media experts and a perfect score of 4.00 from material experts. (3) The practicality level was categorized as very practical, with a score of 98.75% from teacher responses, 94.17% in individual trials, and 95% in small group trials. (4) The media's effectiveness showed a significant increase in learning interest with an average N-Gain value of 0.7369 (high category). Based on the Wilcoxon Signed Rank Test, the Asymp. Sig. (2-tailed) value was $0.001 < 0.05$, concluding that the E-Book featuring Balinese local wisdom is effective in increasing students' learning interest.

Keywords: *E-Book, Local Wisdom, Megoak-goakan , Learning Interest.*