

**PENGEMBANGAN MUSEUM VIRTUAL SEJARAH LOKAL BALI
BERBASIS MODEL KARYAWISATA UNTUK MENINGKATKAN
SIKAP RASA CINTA TANAH AIR**

Oleh:

Dwi Putri Wulandari, NIM 2211031310

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Minimnya pengetahuan dan minat siswa dalam mempelajari sejarah lokal menunjukkan rendahnya rasa cinta tanah air siswa. Siswa kelas IV Sekolah Dasar masih memiliki pengetahuan dan minat siswa yang rendah terhadap materi sejarah lokal Bali akibat keterbatasan media dan model pembelajaran. Tujuan dari penelitian ini yaitu, (1) mendeskripsikan rancang bangun pengembangan museum virtual sejarah lokal Bali berbasis model karyawisata, (2) mengetahui kelayakan museum virtual sejarah lokal Bali berbasis model karyawisata, (3) mengetahui kepraktisan museum virtual sejarah lokal Bali berbasis model karyawisata, dan (4) mengetahui efektivitas museum virtual sejarah lokal Bali berbasis model karyawisata untuk meningkatkan sikap rasa cinta tanah air siswa. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model 4-D. Subjek pada penelitian ini merupakan siswa kelas IV Sekolah Dasar. Pengumpulan data pada penelitian ini menggunakan metode observasi dan kuesioner. Teknik analisis data menggunakan analisis kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa museum virtual berbasis model karyawisata berada pada kualifikasi sangat baik berdasarkan penilaian para ahli. Penilaian tersebut meliputi ahli rancang bangun dengan skor 90%, ahli isi materi pembelajaran sebesar 98,7%, ahli desain sebesar 95%, serta ahli media pembelajaran sebesar 91%. Selain itu, respon siswa juga menunjukkan hasil yang sangat baik, dengan skor 92% pada uji coba perorangan dan 91% pada uji coba kelompok kecil. Selain itu, hasil uji kepraktisan menunjukkan bahwa museum virtual berbasis model karyawisata berada pada kualifikasi sangat baik berdasarkan respon guru yang mendapatkan persentase skor sebesar 98%. Selanjutnya, hasil uji efektivitas berdasarkan uji-t diperoleh nilai $t_{hitung} = 29,6914$. Sedangkan nilai t_{tabel} pada taraf signifikansi 5% dengan $dk = 34$ yaitu 2,042. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Berdasarkan kriteria pengujian, apabila H_0 ditolak dan H_1 diterima, maka hasil uji efektivitas menunjukkan adanya peningkatan sikap rasa cinta tanah air siswa setelah penggunaan media pembelajaran yang dikembangkan. Dengan demikian, museum virtual sejarah lokal Bali berbasis model karyawisata sangat layak dan efektif digunakan pada proses pembelajaran untuk meningkatkan sikap rasa cinta tanah air siswa kelas IV.

Kata Kunci: Model 4-D, Museum Virtual, Model Karyawisata, Sikap Rasa Cinta Tanah Air.

**DEVELOPMENT OF A BALI LOCAL HISTORY VIRTUAL MUSEUM
BASED ON THE FIELD TRIP MODEL TO IMPROVE LOVE OF THE
HOMELAND**

By:

Dwi Putri Wulandari, NIM 2211031310

Elementary School Teacher Education Study Program

Primary Education Department

ABSTRACT

The lack of knowledge and interest of students in learning local history shows the low love for the students' homeland. Grade IV elementary school students still have low knowledge and interest in local Balinese history materials due to limited media and learning models. The objectives of this study are, (1) to describe the design and construction of the development of a virtual museum of local history of Bali based on the tourism model, (2) to determine the feasibility of a virtual museum of local history of Bali based on the tourism model, (3) to know the practicality of a virtual museum of local history of Bali based on the tourism model, and (4) to determine the effectiveness of a virtual museum of local history of Bali based on the tourism model to increase the attitude of students' love for the homeland. This research is a development research using a 4-D model. The subjects in this study are grade IV elementary school students. Data collection in this study used observation methods and questionnaires. The data analysis technique uses qualitative and quantitative analysis. The results of the study show that virtual museums based on the tourism model are very well qualified based on the assessment of experts. The assessment included design experts with a score of 90%, learning material content experts with 98.7%, design experts with 95%, and learning media experts with 91%. In addition, student responses also showed excellent results, with scores of 92% in the individual trial and 91% in the small group trial. In addition, the results of the practicality test showed that virtual museums based on the tourism model were highly qualified based on the response of teachers who got a score percentage of 98%. Furthermore, the results of the effectiveness test based on the t-test obtained a t_{cal} value = 29.6914. Meanwhile, the value of the table at the significance level of 5% with $dk = 34$ is 2.042. The results show that the $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted. Based on the test criteria, if H_0 is rejected and H_1 is accepted, then the results of the effectiveness test show an increase in the student's love for the homeland after the use of the developed learning media. Thus, the virtual museum of local history of Bali based on the tourism model is very feasible and effective in the learning process to increase the attitude of love for the homeland of grade IV students.

Keywords: *4-D Model, Virtual Museum, Tourism Model, Attitude of Love for the Homeland.*