

PENGEMBANGAN VIDEO ANIMASI BERBASIS KEARIFAN LOKAL WAYANG UNTUK MENINGKATKAN HASIL BELAJAR IPAS SISWA KELAS IV SEKOLAH DASAR

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ABSTRAK

Hasil belajar IPAS (Ilmu Pengetahuan Alam dan Sosial) siswa di sekolah dasar masih tergolong rendah akibat kurangnya pemanfaatan media pembelajaran animasi berbasis kearifan lokal. Penelitian yang dilakukan bertujuan untuk mengembangkan, memvalidasi, menganalisis kepraktisan, serta menguji efektivitas video animasi berbasis kearifan lokal wayang untuk meningkatkan hasil belajar IPAS siswa. Peneliti ini menggunakan metode penelitian pengembangan dengan model ADDIE yang terdiri dari analisis, perancangan, pengembangan, implementasi, serta evaluasi. Subjek penelitian ini mencakup video animasi berbasis kearifan lokal wayang, sedangkan subjek uji coba terdiri dari 26 siswa kelas IV SD. Teknik pengumpulan data mencakup wawancara, observasi, serta kuesioner. Instrumen penelitian berupa pedoman observasi, lembar *rating scale*, serta kuesioner. Analisis data menggunakan uji validitas, analisis deskriptif, serta uji-t berkorelasi. Hasil penelitian menunjukkan bahwa validitas memiliki tingkat yang tinggi dengan media yang dikembangkan sebesar 3,77, validitas materi sebesar 3,63 dengan tingkat validitas tinggi, hasil kepraktisan oleh guru sebesar 93,62% dengan kualifikasi sangat tinggi, hasil kepraktisan oleh siswa perorangan 91,63% dengan kualifikasi sangat tinggi, dan kelompok kecil sebesar 92,75% dengan kualifikasi sangat tinggi, dan hasil uji-t menunjukkan adanya perbedaan yang signifikan hasil belajar siswa sebelum dan sesudah menggunakan video animasi dengan taraf signifikansi ($\alpha = 0,05$). Berdasarkan hal ini, media video animasi berbasis kearifan lokal wayang yang dikembangkan berpengaruh signifikan terhadap meningkatnya hasil belajar IPAS siswa kelas IV Sekolah Dasar.

Kata Kunci: Pengembangan, Video Animasi, Kearifan Lokal Wayang, Hasil Belajar, IPAS

DEVELOPING AN ANIMATED VIDEO BASED ON LOCAL WISDOM OF WAYANG TO IMPROVE SCIENCE LEARNING OUTCOMES OF GRADE IV ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

Students' learning outcomes in natural and social sciences (IPAS) in elementary schools are still relatively low due to the lack of use of animated learning media based on local wisdom. This research aims to develop, validate, analyze the practicality, and test the effectiveness of an animated video based on local wisdom of wayang to improve students' science learning outcomes. This research used a development research method with the ADDIE model, which consists of analysis, design, development, implementation, and evaluation. The subjects of this study included animated videos based on local wisdom of wayang, while the trial subjects consisted of 26 fourth-grade elementary school students. Data collection techniques included interviews, observations, and questionnaires. The research instruments consisted of observation guidelines, rating scale sheets, and questionnaires. Data analysis used validity tests, descriptive analysis, and correlation t-tests. The results showed a high level of validity, with the developed media achieving a score of 3.77, the material achieving a high level of validity at 3.63, and the teacher achieving a very high level of practicality at 93.62%, while the individual student achieving a very high level of practicality at 91.63%, and the small group achieving a very high level of practicality at 92.75%. The t-test results showed a significant difference in student learning outcomes before and after using the animated video, with a significance level of $\alpha = 0.05$. Based on this, the developed animated video media based on the local wisdom of wayang significantly improved the social studies learning outcomes of fourth-grade elementary school students.

Keywords: *Development, Animated Video, Wayang Local Wisdom, Learning Outcomes, Social Studies*