

**PENGEMBANGAN MUSEUM VIRTUAL BERBASIS MODEL
KARYAWISATA MATERI PROKLAMASI INDONESIA UNTUK
MENINGKATKAN SIKAP CINTA TANAH AIR**

Oleh :

Luh Putu Oxtavia Listyadewi, NIM 2211031337

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Rendahnya antusiasme siswa dalam mempelajari sejarah bangsa terlihat dari hasil belajar yang belum memenuhi standar capaian pembelajaran. Hal tersebut menjadi bukti pendukung rendahnya rasa cinta tanah air yang dimiliki siswa serta minat belajar yang masih kurang akibat keterbatasan media dan model pembelajaran. Tujuan dari penelitian ini yaitu, (1) mendeskripsikan rancang bangun pengembangan museum virtual berbasis model karyawanisata, (2) mengetahui kelayakan museum, (3) mengetahui kepraktisan museum, dan (4) mengetahui efektivitas museum virtual berbasis model karyawanisata untuk meningkatkan sikap cinta tanah air. Penelitian ini merupakan penelitian pengembangan yang menggunakan model 4-D yang meliputi tahap *Define, Design, Develop, dan Disseminate*. Subjek penelitian merupakan siswa kelas VI Sekolah Dasar. Metode pengumpulan data dilakukan melalui observasi dan kuesioner. Teknik analisis data yang digunakan meliputi analisis kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa museum virtual berbasis model karyawanisata memperoleh kualifikasi sangat baik berdasarkan penilaian para ahli, mulai dari ahli rancang bangun yang memperoleh skor 90%, ahli isi materi pembelajaran memperoleh skor 97%, ahli desain memperoleh skor 95% dan ahli media pembelajaran memperoleh skor 94% dengan kualifikasi sangat baik. Kemudian dari respons siswa pada uji coba perorangan memperoleh skor 93,6% dan uji coba kelompok kecil memperoleh skor 93,8%. Serta memperoleh skor 97,9% dari uji kepraktisan. Selain itu, Hasil uji efektivitas diperoleh $t_{hitung} = 38,27$. Kemudian t_{hitung} dibandingkan dengan t_{tabel} pada taraf signifikansi 5% yaitu untuk $dk = (n-1) = 27-1 = 26$ dimana nilai t_{tabel} adalah 2,052. Hasil perhitungan menunjukkan bahwa nilai $t_{hitung} > t_{tabel}$ ($38,27 > 2,052$), sehingga H_0 ditolak dan H_1 diterima. Berdasarkan kriteria pengujian, jika H_0 ditolak dan H_1 diterima. hasil uji efektivitas menunjukkan adanya peningkatan sikap cinta tanah air siswa setelah menggunakan media pembelajaran yang dikembangkan. Dengan demikian, museum proklamasi virtual berbasis model karyawanisata sangat layak, praktis, dan efektif digunakan untuk meningkatkan rasa cinta tanah air siswa kelas VI.

Kata Kunci : Model 4-D, Museum Virtual, Model Karyawanisata, Sikap Cinta Tanah Air

**DEVELOPMENT OF A VIRTUAL MUSEUM BASED ON THE
PROCLAMATION OF INDONESIA MATERIALS ON THE TOURISM
MODEL TO IMPROVE THE ATTITUDE OF LOVE FOR THE HOMELAND**

By :

Luh Putu Oxtavia Listyadewi, NIM 2211031337

Elementary School Teacher Education Study Program Primary Education

Departement

ABSTRACT

The low enthusiasm of students in learning national history is evident from the learning outcomes that have not met the learning achievement standards. This is supporting evidence of the low sense of love for the homeland possessed by students and the lack of interest in learning due to limited media and learning models. The objectives of this study are, (1) to describe the Design and Development of a virtual museum based on a field trip model, (2) to determine the feasibility of the museum, (3) to determine the practicality of the museum, and (4) to determine the effectiveness of a virtual museum based on a field trip model to increase the attitude of love for the homeland. This study is a Development research that uses a 4-D model which includes the stages of Define, Design, Develop, and Disseminate. The research subjects were sixth grade elementary school students. Data collection methods were carried out through observation and questionnaires. Data analysis techniques used included qualitative and quantitative analysis. The results of the study show that the virtual museum based on the field trip model obtained very good qualifications based on expert assessments, starting from Design experts who obtained a score of 90%, learning material content experts obtained a score of 97%, Design experts obtained a score of 95% and learning media experts obtained a score of 94% with very good qualifications. Then from the student responses in the individual trial obtained a score of 93.6% and the small group trial obtained a score of 93.8%. And obtained a score of 97.9% from the practicality test. In addition, the results of the effectiveness test obtained $t_{hitung} = 38.27$. Then t_{hitung} was compared with t_{tabel} at a significance level of 5%, namely for $dk = (n-1) = 27-1 = 26$ where the value of t_{tabel} is 2.052. The calculation results show that the value of $t_{hitung} > t_{tabel}$ ($38.27 > 2.052$), so that H_0 is rejected and H_1 is accepted. Based on the testing criteria, if H_0 is rejected and H_1 is accepted, the results of the effectiveness test show an increase in students' patriotic attitudes after using the Developed learning media. Thus, the virtual proclamation museum based on the field trip model is very feasible, practical, and effective to be used to increase the sense of patriotism of grade VI students.

Keywords: 4-D Model, Virtual Museum, Field Trip Model, Love of Country Attitude