

**PENGEMBANGAN MUSEUM VIRTUAL BERBASIS MODEL
KARYAWISATA MATERI PERISTIWA RENGASDENGKLOK UNTUK
MENINGKATKAN SIKAP NASIONALISME SISWA KELAS VI SD**

Oleh

I Putu Agus Yosa Andhi Putra, NIM 2211031721

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Pembelajaran IPAS di sekolah dasar masih menghadapi kendala dalam menumbuhkan sikap nasionalisme siswa karena penggunaan media pembelajaran yang cenderung konvensional dan kurang menarik, sehingga keterlibatan siswa dalam proses pembelajaran rendah dan pemahaman terhadap nilai-nilai kebangsaan belum optimal; kondisi ini menunjukkan perlunya inovasi media pembelajaran yang mampu menghadirkan pengalaman belajar yang lebih bermakna. Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun pengembangan museum virtual berbasis model karyawanisata, (2) mengetahui kelayakan museum virtual berbasis model karyawanisata, dan (3) mengetahui efektivitas museum virtual berbasis model karyawanisata untuk meningkatkan sikap nasionalisme siswa. Penelitian ini menggunakan model 4D yang meliputi tahap *define*, *design*, *develop*, dan *disseminate*, dengan pengumpulan data melalui angket dan lembar observasi, serta dianalisis secara deskriptif kuantitatif dan kualitatif. Subjek penelitian merupakan siswa kelas VI Sekolah Dasar yang berjumlah 14 orang. Hasil penelitian menunjukkan bahwa (1) rancang bangun museum virtual berbasis model karyawanisata materi peristiwa rengasdengklok memperoleh skor 90% (sangat baik), (2) hasil uji kelayakan menunjukkan museum virtual berbasis model karyawanisata materi peristiwa rengasdengklok layak digunakan dengan kualifikasi sangat baik berdasarkan penilaian ahli isi/materi pembelajaran 98,68%, ahli desain pembelajaran 98,33%, ahli media pembelajaran 91,07%, uji coba perorangan 91,11%, dan uji coba kelompok kecil 88,32%, (3) hasil uji efektivitas memperoleh nilai t_{hitung} lebih besar daripada t_{tabel} ($12,719 > 2,160$), sehingga H_0 ditolak dan H_1 diterima. Hal ini menunjukkan bahwa rata-rata nilai *post-nontest* siswa menggunakan museum virtual berbasis model karyawanisata materi peristiwa rengasdengklok lebih tinggi dibandingkan dengan rata-rata nilai *pre-nontest* siswa sebelum menggunakan museum virtual berbasis model karyawanisata materi peristiwa rengasdengklok ($87,5 > 67,5$). Maka dapat disimpulkan bahwa museum virtual berbasis model karyawanisatan materi peristiwa rengasdengklok efektif diterapkan untuk meningkatkan sikap nasionalisme siswa kelas VI sekolah dasar.

Kata Kunci: Museum Virtual, Karyawanisata, Nasionalisme, Rengasdengklok, Sekolah Dasar

**DEVELOPMENT OF A VIRTUAL MUSEUM BASED ON THE FIELD TRIP
MODEL ON THE RENGASDENGKLOK MATERIAL TO IMPROVE THE
NATIONALIST ATTITUDE OF GRADE VI ELEMENTARY SCHOOL
STUDENTS**

Oleh

I Putu Agus Yosa Andhi Putra, NIM 2211031721

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRACT

Science learning in elementary schools still faces obstacles in fostering students' nationalistic attitudes due to the use of learning media that tend to be conventional and less interesting, so that student involvement in the learning process is low and understanding of humanitarian values is not optimal; this condition indicates the need for innovation in learning media that can provide a more meaningful learning experience. This study aims to (1) describe the design and development of a virtual museum based on a field trip model, (2) determine the feasibility of a virtual museum based on a field trip model, and (3) determine the effectiveness of a virtual museum based on a field trip model in improving students' nationalistic attitudes. This study uses a 4D model which includes the stages of defining, designing, developing, and disseminating, with data collection through questionnaires and observation sheets, and is explained descriptively quantitatively and qualitatively. The research subjects were 14 sixth grade elementary school students. The results of the study showed that (1) the design of a virtual museum based on the field trip model of the Rengasdengklok event material obtained a score of 90% (very good), (2) the results of the feasibility test showed that the virtual museum based on the field trip model of the Rengasdengklok event material was suitable for use with very good qualifications based on the assessment of content/learning material experts 98.68%, learning design experts 98.33%, learning media experts 91.07%, individual trials 91.11%, and small group trials 88.32%, (3) the results of the effectiveness test obtained a t-count value greater than t-table ($12.719 > 2.160$), so H_0 was rejected and H_1 was accepted. This shows that the average post-nontest score of students using the virtual museum based on the field trip model of the Rengasdengklok event material was higher than the average pre-nontest score of students before using the virtual museum based on the field trip model of the Rengasdengklok event material ($87.5 > 67.5$). Therefore, it can be concluded that the virtual museum based on the Rengasdengklok event field trip model is effective in enhancing nationalism in sixth-grade elementary school students.

Keywords: Virtual Museum, Field Trip, Nationalism, Rengasdengklok, Elementary School