

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* INTERAKTIF
BERBASIS PBL BERMUATAN KEARIFAN LOKAL BALI MATERI
MENGUBAH BENTUK ENERGI**

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ABSTRAK

Penelitian pengembangan didasari rendahnya kemampuan berpikir kritis siswa pada proses belajar IPAS, serta minimnya pemanfaatan media belajar yang optimal. Penelitian ditujukan guna mengembangkan *flipbook* interaktif berbasis PBL bermuatan kearifan lokal Bali materi mengubah bentuk energi dan menelaah kevalidan, kepraktisan, serta efektivitasnya pada pengoptimalan kemampuan berpikir kritis siswa. Pengkajian ini berjenis R&D dengan model ADDIE yang terdiri atas lima tahapan yakni (1) Analisis, (2) Perancangan, (3) Pengembangan, (4) Implementasi, (5) Evaluasi. Subjek penelitian pada tahap uji validitas melibatkan enam dosen sebagai ahli, tahap uji kepraktisan melibatkan dua guru serta 24 siswa kelas IV SD, serta tahap uji efektivitas menerkaitan 24 siswa. Data dikombinasikan menggunakan skala relevansi, kuesioner, serta tes. Perolehan pengkajian menjabarkan ialah rancang bangun *flipbook* interaktif memuat berbagai komponen yang dapat mendukung proses pembelajaran, validitas isi memperoleh koefisien 1,00 dengan kualifikasi validitas sangat tinggi. Uji kepraktisan yang melibatkan 2 guru memperoleh rata-rata 93% berkualifikasi sangat praktis, uji kepraktisan siswa yang melibatkan siswa memperoleh rata-rata 95% berkualifikasi sangat praktis. Uji efektivitas lewat uji-t dengan sampel berkorelasi (*paired sample t-test*) bersignifikansi 0,000 ($< 0,05$). Nilai tersebut menampilkan terdapatnya peningkatan kemampuan berpikir kritis siswa setelah penggunaan media. Hal tersebut menyimpulkan media *flipbook* interaktif berbasis PBL bermuatan kearifan lokal Bali dinyatakan valid serta praktis dan efektif digunakan guna mengoptimalkan kemampuan berpikir kritis siswa secara optimal. **Kata kunci:** *flipbook* interaktif, PBL, kearifan lokal Bali, berpikir kritis, IPAS

**DEVELOPMENT OF INTERACTIVE *FLIPBOOK* LEARNING MEDIA
BASED ON PBL WITH BALINESE LOCAL WISDOM ON THE
MATERIAL OF CHANGING THE FORM OF ENERGY**

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ABSTRACT

Development research is based on students' low critical thinking skills especially in learn science, as well as lack optimal utilization of learning media. This study aims to develop an interactive PBL flipbook containing Balinese local wisdom on the topic of changing energy forms and analyze its validity, practicality, and effectiveness in improving students' critical thinking skills. This research is an R&D study using the ADDIE model, which consists of five stages: (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. The research subjects in the validity test phase involved six lecturers as experts, the practicality test phase involved two teachers and 24 fourth-grade elementary school students, and the effectiveness test phase involved 24 students. Data collection methods used a relevance scale, questionnaires, and tests. The results showed that the interactive flipbook design contained various components that could support the learning process. The content validity obtained a coefficient of 1.00, qualifying as very high validity. The practicality test involving two teachers obtained an average of 93%, qualifying as very practical, and the practicality test involving 24 students obtained an average of 95%, qualifying as very practical. The effectiveness test results using a paired sample t-test obtained a significance value of 0.000 (<0.05). This value indicates an increase in students' critical thinking skills after using the media. Thus, it can be concluded that the interactive flipbook media based on PBL containing Balinese local wisdom is valid, practical, and effective in optimally improving students' critical thinking skills.

Keywords: interactive *flipbook*, PBL, Balinese local wisdom, critical thinking, science and technology