

ABSTRAK

Wiratama, Gst Ngurah Komang (2026). *Pengembangan E-Modul Interaktif Berbasis Kearifan Lokal Untuk Meningkatkan Hasil Belajar Siswa Kelas IV Sekolah Dasar*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata Kunci: e-modul interaktif, kearifan lokal, hasil belajar

Penelitian ini bertujuan untuk mengembangkan e-modul interaktif berbasis kearifan lokal untuk meningkatkan hasil belajar siswa kelas IV SD pada pembelajaran IPS, Model yang digunakan dalam penelitian dan pengembangan ini adalah model ADDIE yang melibatkan lima tahapan: *analyze, design, development, implementation, dan evaluation*. Penelitian ini memperoleh data melalui teknik non-tes angket dan tes pilihan ganda. Uji validitas media dianalisis dengan rata-rata kategorisasi terhadap skor uji judges, uji kepraktisan dianalisis dengan rata-rata kategorisasi terhadap skor uji kepraktisan dan uji efektivitas dianalisis dengan uji-t melalui *paired sample t-test* terhadap skor *pre-test* dan *post-test* hasil belajar IPS. Hasil penelitian menunjukkan media e-modul interaktif berbasis kearifan lokal yang dikembangkan terbukti valid dari segi materi, media dan bahasa melalui uji judges, terbukti praktis melalui uji praktisi oleh 10 guru dan 16 siswa dan terbukti efektif digunakan untuk meningkatkan hasil belajar IPS siswa kelas IV dengan pemerolehan t hitung $>$ t tabel selain itu juga diperoleh nilai sig. (1-tailed) $<$ 0,05 ($t = 19,534$, $p <$ 0,05, *effect size* = 1,22 (sangat tinggi)). Jadi, media e-modul interaktif berbasis kearifan lokal terbukti valid dan praktis sebagai sumber belajar serta efektif untuk meningkatkan hasil belajar.

ABSTRACT

Wiratama, Gst Ngurah Komang (2026). *Development of an Interactive E-Module Based on Local Wisdom to Improve Learning Outcomes for Fourth-Grade Elementary School Students. Thesis, Elementary Education, Postgraduate Program, Ganesha University of Education.*

This thesis has been approved and reviewed by my first advisor: Prof. Dr. I Gede Margunayasa, S.Pd., M.Pd, and my second advisor: Prof. Dr. Dewa Bagus Sanjaya, M.Si.

Keywords: interactive e-module, local wisdom, learning outcomes

This research aims to develop an interactive e-module based on local wisdom to improve learning outcomes for fourth-grade elementary school students in social studies. The model used in this research and development is the ADDIE model, which involves five stages: analysis, design, development, implementation, and evaluation. This study obtained data through non-test questionnaires and multiple-choice tests. The validity test of the media was analyzed by the average categorization of the judges' test scores, the practicality test was analyzed by the average categorization of the practicality test scores and the effectiveness test was analyzed by the t-test through paired sample t-test on the pre-test and post-test scores of social studies learning outcomes. The results of the study showed that the developed interactive e-module media based on local wisdom was proven valid in terms of material, media and language through the judges' test, proven practical through the practitioner test by 10 teachers and 16 students and proven effective in improving the social studies learning outcomes of grade IV students with the acquisition of $t_{count} > t_{table}$ in addition to the sig. (1-tailed) < 0.05 ($t = 19.534$, $p < 0.05$, effect size = 1.22 (very high)). So, the interactive e-module media based on local wisdom was proven valid and practical as a learning resource and effective in improving learning outcomes.