

**PENGEMBANGAN GAME EDUKATIF BERBASIS KEARIFAN LOKAL  
SUBAK UNTUK MENINGKATKAN HASIL BELAJAR MATERI RANTAI  
MAKANAN KELAS V SD**

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**ABSTRAK**

Minimnya penggunaan media menyebabkan siswa mengalami kesulitan dalam memahami materi dan mengkaitkannya ke dalam kehidupan sehari-hari. Penelitian ini bertujuan untuk meningkatkan hasil belajar siswa kelas V pada materi rantai makanan melalui media game edukatif berbasis kearifan lokal subak dengan menggunakan model ADDIE. Subjek uji coba dalam penelitian ini adalah 1 ahli materi, 1 ahli desain, 1 ahli media, dan 31 siswa kelas V. Pengumpulan data menggunakan metode nontes berupa kuesioner, serta metode tes berupa *posttest*. Hasil penelitian menunjukkan tingkat kelayakan sangat baik berdasarkan penilaian ahli isi, desain, media, uji coba perorangan, dan uji coba kelompok kecil secara berurutan sebesar 98,33%, 92,50%, 94,17%, 94,17%, dan 93,06%. Hasil uji efektivitas menunjukkan nilai  $t_{hitung} = 3,692 > t_{tabel} = 1,697$  pada taraf signifikansi 5%  $dk = 30$ , sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dapat disimpulkan bahwa media game edukatif berbasis kearifan lokal subak dapat meningkatkan hasil belajar siswa kelas V materi rantai makanan.

***Kata Kunci:*** Game Edukatif, IPAS, Kearifan Lokal, Subak

**DEVELOPMENT OF A SUBAK LOCAL WISDOM-BASED EDUCATIONAL GAME TO IMPROVE GRADE V STUDENTS' LEARNING OUTCOMES IN SCIENCE AND SOCIAL STUDIES (IPAS) ON FOOD CHAIN MATERIAL**

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**ABSTRACT**

*The limited use of learning media causes students to experience difficulties in understanding the material and relating it to their daily lives. This study aims to improve the learning outcomes of fifth-grade students on the food chain topic through an educational game media based on the local wisdom of Subak using the ADDIE model. The subjects involved in this study consisted of one content expert, one design expert, one media expert, and 31 fifth-grade students. Data were collected using a non-test method in the form of questionnaires and a test method in the form of a posttest. The results of the study showed that the feasibility level was categorized as very good based on the assessments of the content expert, design expert, media expert, individual trials, and small group trials, with percentages of 98.33%, 92.50%, 94.17%, 94.17%, and 93.06%, respectively. The effectiveness test results indicated that the value of  $t_{count} = 3.692 > t_{table} = 1.697$  at a significance level of 5% with  $df = 30$ , therefore  $H_0$  was rejected and  $H_1$  was accepted. It can be concluded that the educational game media based on the local wisdom of Subak can improve the learning outcomes of fifth-grade students on the food chain topic.*

**Keywords:** Educational Game, IPAS, Local Wisdom, Subak