

# **PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS KEARIFAN LOKAL BALI PADA MUATAN IPAS KELAS IV SDN 3 KUSAMBA**

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## **ABSTRAK**

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun e-modul interaktif berbasis kearifan lokal Bali pada muatan IPAS kelas IV SDN 3 Kusamba, (2) mengetahui kelayakan e-modul interaktif yang ditinjau dari ahli desain instruksional, ahli materi, dan ahli media, (3) mengetahui kepraktisan e-modul interaktif berdasarkan uji kepraktisan oleh guru, uji coba perorangan, dan uji kelompok kecil, serta (4) mengetahui efektivitas e-modul interaktif dalam meningkatkan hasil belajar peserta didik pada muatan IPAS. Penelitian ini menggunakan model pengembangan 4-D dengan metode pengumpulan data berupa angket dan tes. Hasil pengembangan berupa e-modul interaktif berbasis kearifan lokal Bali pada muatan IPAS kelas IV SD. Hasil analisis menunjukkan bahwa (1) E-modul interaktif yang dikembangkan berupa media digital berdasarkan tahapan model 4-D dengan persentase pencapaian sebesar 94,00% sehingga dinyatakan sangat layak, (2) kelayakan e-modul interaktif memperoleh persentase sebesar 94,00% dari ahli desain instruksional, 96,00% dari ahli materi, dan 97,14% dari ahli media, yang seluruhnya dinyatakan sangat layak, (3) kepraktisan e-modul interaktif memperoleh persentase sebesar 98,00% pada uji kepraktisan guru, 96,89% pada uji coba perorangan, dan 96,15% pada uji kelompok kecil, yang seluruhnya dinyatakan sangat praktis, serta (4) hasil uji *Paired Sample t-Test* menunjukkan bahwa nilai  $t_{hitung}$  sebesar 8,941 lebih besar daripada  $t_{tabel}$  sebesar 2,024 pada taraf signifikansi 5% dengan derajat kebebasan ( $dk$ ) = 38, sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, e-modul interaktif berbasis kearifan lokal Bali terbukti efektif dalam meningkatkan hasil belajar peserta didik pada muatan IPAS kelas IV SDN 3 Kusamba.

Kata Kunci: e-modul interaktif, kearifan lokal Bali, IPAS, hasil belajar, model 4-D.

## ABSTRACT

*This study aims to (1) describe the design of an interactive e-module based on Balinese local wisdom in the fourth grade science subject of SDN 3 Kusamba, (2) determine the feasibility of the interactive e-module as reviewed by instructional design experts, material experts, and media experts, (3) determine the practicality of the interactive e-module based on practicality tests by teachers, individual trials, and small group trials, and (4) determine the effectiveness of the interactive e-module in improving student learning outcomes in the science subject. This study uses a 4-D development model with data collection methods in the form of questionnaires and tests. The results of the development are in the form of interactive e-modules based on Balinese local wisdom in the science content of grade IV elementary school. The results of the analysis show that (1) The interactive e-module developed is in the form of digital media based on the 4-D model stages with an achievement percentage of 94.00% so it is declared very feasible, (2) the feasibility of the interactive e-module obtained a percentage of 94,00% from instructional design experts, 96,00% from material experts, and 97,14% from media experts, all of which were stated as very feasible, (3) the practicality of the interactive e-module obtained a percentage of 98,00% in the teacher practicality test, 96,89% in the individual trial, and 96,15% in the small group test, all of which were stated as very practical, and (4) the results of the Paired Sample t-Test showed that the calculated  $t_{count}$  of 8,941  $>$   $t_{table}$  of 2,024 at a significance level of 5% with degrees of freedom ( $dk$ ) = 38, so that  $H_0$  was rejected and  $H_1$  was accepted. Thus, the interactive e-module based on Balinese local wisdom was found to be effective in improving students' learning outcomes in the fourth-grade science subject at SDN 3 Kusamba.*

**Keywords:** *interactive e-module, Balinese local wisdom, IPAS, learning outcomes, 4-D model.*