

**PENGEMBANGAN MULTIMEDIA INTERAKTIF AKSARA BALI
BERLANDASKAN *LOCAL GENIUS* PADA MUATAN LOKAL BAHASA
BALI KELAS III SDN 2 AYUNAN**

Oleh

Kadek Tiara Yasari Dewi, NIM 2211031345

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya pemahaman siswa kelas III Sekolah Dasar terhadap materi aksara Bali. Hal tersebut disebabkan oleh penggunaan media pembelajaran yang masih terbatas dan bersifat konvensional. Penelitian ini bertujuan untuk mengetahui (1) mendeskripsikan rancang bangun multimedia interaktif aksara Bali berlandaskan *local genius*, (2) mengetahui kelayakan multimedia interaktif aksara Bali berlandaskan *local genius*, (3) mengetahui kepraktisan multimedia interaktif aksara Bali berlandaskan *local genius*, serta (4) mengetahui efektivitas multimedia interaktif aksara Bali berlandaskan *local genius* dalam meningkatkan hasil belajar siswa. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang meliputi tahap *analysis, design, development, implementation, dan evaluation*. Subjek penelitian meliputi siswa kelas III Sekolah Dasar. Data dikumpulkan melalui observasi, wawancara, angket, dan tes objektif pilihan ganda. Hasil penelitian menunjukkan bahwa (1) rancang bangun multimedia interaktif memperoleh persentase sebesar 92,5% dengan kualifikasi sangat baik, (2) kelayakan media berdasarkan ahli isi materi sebesar 96,15%, ahli desain instruksional sebesar 97,50%, dan ahli media pembelajaran sebesar 94,64% dengan kualifikasi sangat baik, (3) kepraktisan media berdasarkan uji coba perorangan sebesar 95,24%, uji coba kelompok kecil sebesar 94,64%, dan uji kepraktisan guru sebesar 97,92% dengan kualifikasi sangat baik, (4) media dinyatakan efektif karena rata-rata nilai *post-test* siswa sebesar 91,6 lebih tinggi dari skor ketuntasan PAP sebesar 80 dan hasil uji-t satu sampel menunjukkan nilai $t_{hitung} = 8,400 > t_{tabel} = 1,729$ dengan ketentuan $dk (n - 1) = (20 - 1) = 19$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, multimedia interaktif aksara Bali berlandaskan *local genius* dinyatakan layak, praktis, dan efektif digunakan dalam pembelajaran Bahasa Bali materi aksara Bali siswa kelas III SD.

Kata kunci: Multimedia Interaktif, Aksara Bali, *Local genius*, Hasil Belajar, Sekolah Dasar.

**PENGEMBANGAN MULTIMEDIA INTERAKTIF AKSARA BALI
BERLANDASKAN *LOCAL GENIUS* PADA MUATAN LOKAL BAHASA
BALI KELAS III SDN 2 AYUNAN**

Oleh

Kadek Tiara Yasari Dewi, NIM 2211031345

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRACT

This study is motivated by the low level of understanding of third-grade elementary school students regarding Balinese script material. This condition is caused by the use of learning media that is still limited and conventional. This study aims to (1) describe the design and development of interactive multimedia of Balinese script based on local genius, (2) determine the feasibility of the interactive multimedia of Balinese script based on local genius, (3) determine the practicality of the interactive multimedia of Balinese script based on local genius, and (4) determine the effectiveness of the interactive multimedia of Balinese script based on local genius in improving students' learning outcomes. This research is a development study using the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The subjects of this study were third-grade elementary school students. Data were collected through observation, interviews, questionnaires, and multiple-choice objective tests. The results of the study show that: (1) the design of the interactive multimedia achieved a percentage of 92.5% with a "very good" qualification; (2) the feasibility of the media based on content experts was 96.15%, instructional design experts 97.50%, and learning media experts 94.64%, all with a "very good" qualification; (3) the practicality of the media based on individual trials was 95.24%, small group trials 94.64%, and teacher practicality trials 97.92%, all with a "very good" qualification; (4) the media was declared effective because the average post-test score of students was 91.6, higher than the mastery standard score (PAP) of 80, and the one-sample t-test results showed $t_{count} = 8.400 > t_{table} = 1.729$ with $df (n - 1) = 19$, so that H_0 was rejected and H_1 was accepted. Thus, the interactive multimedia of Balinese script based on local genius is declared feasible, practical, and effective for use in learning Balinese language material on Balinese script for third-grade elementary school students.

Keywords: *Interactive Multimedia, Balinese Script, Local genius, Learning Outcomes, Elementary School*