

PENGEMBANGAN VIDEO SATUA BALI BERBANTUAN AI (SUBALI) SEBAGAI SUMBER BELAJAR IPA SD BERORIENTASI *SOCIAL EMOTIONAL LEARNING*

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ABSTRAK

Pembelajaran Ilmu Pengetahuan Alam (IPA) di Sekolah Dasar masih menghadapi berbagai tantangan, terutama dalam memahami materi yang bersifat abstrak serta rendahnya kemampuan sosial emosional siswa yang berdampak pada motivasi dan hasil belajar. Selain itu, keterbatasan sumber belajar yang menarik, kontekstual, serta minimnya integrasi kearifan lokal dan teknologi digital dalam pembelajaran IPA menjadi permasalahan yang perlu mendapat perhatian. Penelitian ini bertujuan untuk mengembangkan video Satua Bali berbantuan *Artificial Intelligence* (AI) yang diberi nama SUBALI sebagai sumber belajar IPA berorientasi *Social Emotional Learning* (SEL) pada materi adaptasi makhluk hidup kelas III Sekolah Dasar. Penelitian ini menggunakan metode *Research and Development* dengan model ADDIE. Subjek penelitian terdiri atas ahli konten IPA, ahli sumber belajar digital, guru, dan siswa. Pengumpulan data dilakukan melalui lembar *checklist* desain, lembar validasi ahli, serta angket respon pengguna. Hasil penelitian menunjukkan bahwa validitas isi produk berada pada kategori sangat tinggi, kepraktisan penggunaan juga berada pada kategori sangat praktis. Temuan ini menunjukkan bahwa video SUBALI layak digunakan sebagai sumber belajar digital yang tidak hanya membantu pemahaman konsep IPA secara kognitif, tetapi juga mendukung pengembangan sosial emosional siswa melalui pembelajaran yang kontekstual, menarik, dan berbasis kearifan lokal Satua Bali.

Kata kunci: pembelajaran IPA SD, Satua Bali, *Artificial Intelligence* (AI), *Social Emotional Learning* (SEL), sumber belajar digital.

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ABSTRACT

Science education in elementary schools still faces various challenges, particularly in understanding abstract concepts and students' low social-emotional skills, which impact their motivation and learning outcomes. In addition, the limited availability of learning resources that are engaging and contextual, as well as the lack of integration of local wisdom and digital technology in science education, are issues that require attention. This study aims to develop an Artificial Intelligence (AI)-assisted Balinese folktale video named SUBALI as a Science learning resource oriented toward Social Emotional Learning (SEL) on the topic of adaptation of living organisms for third-grade elementary school students. This study employed the Research and Development method using the ADDIE model. The research participants consisted of science content experts, digital learning resource experts, teachers, and students. Data collection was conducted through design checklist forms, expert validation forms, and user response questionnaires. The results indicate that the product's content validity is in the "very high" category, and its practicality is also in the "very practical" category. These findings suggest that the SUBALI video is suitable for use as a digital learning resource that not only aids in the cognitive understanding of science concepts but also supports students' social-emotional development through contextual, engaging, and Satua Bali-based learning rooted in local wisdom.

Keywords: *elementary school science education, Satua Bali, Artificial Intelligence (AI), Social and Emotional Learning (SEL), digital learning resources.*