

**PENGEMBANGAN MULTIMEDIA INTERAKTIF *GAME* EDUKASI
“SEJAKERA” MUATAN IPAS MATERI SEJARAH KERAJAAN
NUSANTARA KELAS IV**

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ABSTRAK

Pembelajaran IPAS pada materi sejarah kerajaan nusantara di sekolah dasar masih menghadapi berbagai kendala, terutama rendahnya keterlibatan siswa dalam proses pembelajaran serta terbatasnya penggunaan media pembelajaran yang mampu menyajikan materi secara menarik dan interaktif. Kondisi tersebut menyebabkan siswa kurang antusias dalam mengikuti pembelajaran dan mengalami kesulitan dalam memahami materi yang bersifat abstrak serta memuat banyak informasi historis. Penelitian ini bertujuan untuk mengetahui penerapan multimedia interaktif *game* edukasi “SEJAKERA” pada muatan IPAS kelas IV sekolah dasar yang meliputi rancang bangun, kelayakan, dan efektivitas media pembelajaran. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan model *ADDIE* yang terdiri atas tahap *analysis, design, development, implementation*, dan *evaluation*. Subjek penelitian melibatkan 28 siswa kelas IV SD No. 4 Sading tahun ajaran 2025/2026. Produk yang dikembangkan berupa multimedia interaktif berbasis *game* yang memadukan teks, ilustrasi visual, animasi, audio, *puzzle, drag and drop*, serta evaluasi interaktif yang dirancang sesuai karakteristik siswa sekolah dasar. Pengumpulan data dilakukan menggunakan angket validasi ahli, angket respons siswa, dan tes hasil belajar. Hasil penelitian menunjukkan bahwa multimedia interaktif “SEJAKERA” memperoleh persentase validitas ahli isi sebesar 90,38%, ahli desain pembelajaran sebesar 95,00%, dan ahli media pembelajaran sebesar 93,75% dengan kategori sangat baik. Hasil uji coba perorangan memperoleh persentase sebesar 82,64% dan uji kelompok kecil sebesar 87,96% dengan kategori baik. Selain itu, hasil uji efektivitas menunjukkan adanya peningkatan hasil belajar siswa setelah menggunakan media yang dikembangkan. Dengan demikian, multimedia interaktif *game* edukasi “SEJAKERA” dinyatakan layak dan efektif digunakan dalam pembelajaran IPAS materi sejarah kerajaan nusantara serta mampu meningkatkan keterlibatan aktif siswa dalam proses pembelajaran.

Kata Kunci: multimedia interaktif, *game* edukasi, sejarah kerajaan nusantara, IPAS, hasil belajar.

ABSTRACT

Science and Social Studies (IPAS) learning on the topic of the history of Indonesian kingdoms in elementary schools still faces several challenges, particularly the low level of student engagement during the learning process and the limited use of instructional media capable of presenting content in an attractive and interactive manner. These conditions often result in students showing less enthusiasm for learning and experiencing difficulties in understanding materials that are abstract and contain extensive historical information. This study aimed to investigate the development, feasibility, and effectiveness of the interactive multimedia educational game “SEJAKERA” for fourth-grade IPAS learning in elementary school. The study employed a Research and Development (R&D) approach using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The research subjects were 28 fourth-grade students of SD No. 4 Sading in the 2025/2026 academic year. The developed product was a game-based interactive multimedia application integrating text, visual illustrations, animations, audio, puzzles, drag-and-drop activities, and interactive assessments designed according to elementary school students’ characteristics. Data were collected through expert validation questionnaires, student response questionnaires, and learning achievement tests. The results indicated that the “SEJAKERA” interactive multimedia achieved a content expert validity score of 90.38%, an instructional design expert validity score of 95.00%, and a media expert validity score of 93.75%, all categorized as excellent. Individual trials obtained a percentage score of 82.64%, while small-group trials achieved 87.96%, both categorized as good. Furthermore, the effectiveness test demonstrated an improvement in students’ learning outcomes after using the developed media. Therefore, the “Sejakera” interactive multimedia educational game was found to be feasible and effective for teaching the history of Indonesian kingdoms in IPAS learning and was able to enhance students’ active engagement in the learning process.

Keywords: interactive multimedia, educational game, history of Indonesian kingdoms, IPAS, learning outcomes.