

**PENGEMBANGAN MULTIMEDIA *SMART EMOTION* BERKEARIFAN
LOKAL PADA MUATAN BAHASA INDONESIA UNTUK
MENSTIMULASI EMPATI KELAS II SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan mengembangkan multimedia *Smart Emotion* berkearifan lokal Menyama Braya pada muatan Bahasa Indonesia untuk menstimulasi empati siswa kelas II sekolah dasar. Penelitian menggunakan model ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian terdiri atas ahli materi, ahli media, ahli desain pembelajaran, guru, dan siswa kelas II SD Negeri 4 Kaliakah. Data dikumpulkan melalui observasi, wawancara, angket/kuesioner, kemudian dianalisis menggunakan analisis deskriptif kuantitatif, deskriptif kualitatif, serta paired sample t-test. Hasil penelitian menunjukkan bahwa: (1) Rancang bangun Multimedia *Smart Emotion* dikembangkan melalui aplikasi *Canva* dan *Articulate Storyline 3* dengan mengintegrasikan nilai-nilai karakter *Menyama Braya*. (2) Validitas media dinyatakan sangat valid berdasarkan kriteria validitas aiken dengan nilai ahli materi 0,97, ahli media 0,94, dan desain 0,96. (3) Tingkat kepraktisan media dinyatakan sangat praktis berdasarkan PAP skala lima dengan persentase 98,00% respon guru, 97,14% uji perorangan, dan 96,98% uji kelompok kecil. (4) Efektivitas media menunjukkan peningkatan minat belajar yang tinggi dengan nilai rata-rata *N-Gain* sebesar 0,7054 (kategori tinggi). Berdasarkan uji hipotesis (*Paired Sample T-Test*), diperoleh nilai t-hitung sebesar $0,000 < 0,05$, sehingga disimpulkan bahwa Multimedia *Smart Emotion* Berkearifan Lokal Menyama Braya efektif dalam menstimulasi empati siswa.

Kata Kunci: multimedia interaktif, *smart emotion*, empati, kearifan lokal, bahasa Indonesia

**DEVELOPMENT OF SMART EMOTION MULTIMEDIA WITH LOCAL
WISDOM IN INDONESIAN LANGUAGE CONTENT TO STIMULATE
EMPATHY IN GRADE II ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This study aims to develop Smart Emotion multimedia with local wisdom of Menyama Braya in Indonesian language content to stimulate empathy in second grade elementary school students. The study uses the ADDIE model which includes the stages of analysis, design, development, implementation, and evaluation. The research subjects consisted of material experts, media experts, learning design experts, teachers, and second grade students of SD Negeri 4 Kaliakah. Data were collected through observation, interviews, questionnaires, then analyzed using quantitative descriptive analysis, qualitative descriptive analysis, and paired sample t-test. The results of the study show that: (1) The design of Smart Emotion Multimedia was developed through the Canva and Articulate Storyline 3 applications by integrating the character values of Menyama Braya. (2) The media's validity was rated very high based on Aiken's validity criteria, with scores of 0.97 from subject matter experts, 0.94 from media experts, and 0.96 from instructional design experts. (3) The media's practicality was rated very high based on a five-point Criterion-Referenced Assessment (PAP) scale, with scores of 98.00% from teacher responses, 97.14% in individual trials, and 96.98% in small-group trials. (4) The effectiveness of the media shows a significant increase in learning interest with an average N-Gain value of 0.7054 (high category). Based on the hypothesis test (Paired Sample T-Test), the value obtained. Sig. (2-tailed) of 0.000 < 0.05, so it is concluded that the Multimedia Smart Emotion Berkearifan Lokal Menyama Braya is effective in stimulating student empathy.

Keywords: *interactive multimedia, smart emotion, empathy, local wisdom, Indonesian.*