

**PENGEMBANGAN MULTIMEDIA INTERAKTIF CERITA RAKYAT  
BALI (CERABA) UNTUK MENINGKATKAN KEMAMPUAN MEMBACA  
PERMULAAN PADA PEMBELAJARAN BAHASA INDONESIA KELAS  
II SEKOLAH DASAR**

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**ABSTRAK**

Kemampuan membaca permulaan siswa sekolah dasar, khususnya dalam aspek pelafalan, intonasi, kelancaran, dan kejelasan membaca, masih perlu ditingkatkan melalui penggunaan media pembelajaran yang menarik, interaktif, dan kontekstual. Penguasaan aspek-aspek tersebut sangat penting karena menjadi dasar bagi siswa dalam mengembangkan keterampilan membaca pada jenjang berikutnya. Namun, proses pembelajaran yang masih didominasi oleh metode konvensional cenderung membuat siswa kurang termotivasi untuk belajar serta mengalami kesulitan dalam menguasai keterampilan dasar membaca secara optimal. Penelitian pengembangan (R&D) berbasis model ADDIE ini bertujuan menciptakan multimedia interaktif cerita rakyat Bali (ceraba) guna memfasilitasi kemampuan membaca permulaan siswa kelas II sekolah dasar, sekaligus menguji kevalidan, kepraktisan, dan efektivitasnya. Hasil validasi menunjukkan produk ini sangat valid, dengan skor rata-rata 3,83 dari ahli materi dan 3,76 dari ahli media. Tingkat kepraktisan media mencapai 98% (sangat praktis) berdasarkan tanggapan guru dan siswa. Selain itu, multimedia interaktif ceraba terbukti efektif meningkatkan kemampuan membaca siswa, terlihat dari kenaikan nilai rata-rata dari 9,025 (pretes) menjadi 13,025 (posttes) serta hasil uji *paired sample t-test* dengan nilai signifikansi 0,001. Dapat disimpulkan bahwa multimedia interaktif ceraba sangat layak dan efektif diterapkan dalam pembelajaran bahasa Indonesia siswa kelas II sekolah dasar.

**Kata kunci:** Membaca Permulaan, Multimedia Interaktif, Cerita Rakyat Bali

***DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON BALINESE  
FOLK TALES (CERABA) TO IMPROVE EARLY READING SKILLS IN  
INDONESIAN LANGUAGE LEARNING FOR SECOND-GRADE  
ELEMENTARY SCHOOL STUDENTS***

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***ABSTRACT***

*Elementary school students' early reading skills-particularly in the areas of pronunciation, intonation, fluency, and clarity-still need to be improved through the use of engaging, interactive, and contextual learning materials. Mastery of these aspects is crucial because they form the foundation for students to develop their reading skills at subsequent grade levels. However, the learning process, which is still dominated by conventional methods, tends to leave students unmotivated to learn and struggling to master basic reading skills optimally. This ADDIE-model-based research and development (R&D) study aims to create an interactive multimedia program featuring Balinese folk tales (ceraba) to facilitate the early reading skills of second-grade elementary school students, while also testing its validity, practicality, and effectiveness. Validation results show that this product is highly valid, with an average score of 3.83 from subject matter experts and 3.76 from media experts. The media's practicality level reached 98% (highly practical) based on feedback from teachers and students. Furthermore, the interactive multimedia ceraba was proven effective in improving students' reading skills, as evidenced by an increase in the average score from 9.025 (pre-test) to 13.025 (post-test) and the results of a paired-sample t-test with a significance level of 0.001. It can be concluded that the interactive multimedia ceraba is highly suitable and effective for use in teaching Indonesian to second-grade elementary school students.*

***Keywords: Early Reading, Interactive Multimedia, Balinese Folktales***