

**PENGEMBANGAN MEDIA *VIRTUAL SIMULATION* BERBASIS CERITA
RAKYAT BALI UNTUK MENSTIMULASI *ACHIEVEMENT EMOTIONS*
ANAK TAMAN KANAK-KANAK**

Oleh

Ni Kadek Diantari Erika Putri, NIM 2211061008

Program Studi Pendidikan Guru Pendidikan Anak Usia Dini

Jurusan Pendidikan Dasar

ABSTRAK

Perkembangan teknologi digital memberikan peluang untuk menciptakan media pembelajaran yang inovatif dan sesuai dengan karakteristik anak usia dini. Penelitian ini bertujuan mengembangkan media virtual simulation berbasis cerita rakyat Bali untuk menstimulasi achievement emotions anak Taman Kanak-Kanak. Penelitian menggunakan metode Research and Development (R&D) dengan model ADDIE. Produk yang dikembangkan berupa media virtual simulation berbasis cerita rakyat Bali I Cupak lan I Grantang yang memadukan animasi, audio, narasi, karakter visual, dan aktivitas interaktif. Hasil validasi ahli serta uji coba menunjukkan bahwa media memiliki kualitas sangat baik, layak, menarik, dan praktis digunakan dalam pembelajaran. Implementasi media menciptakan pengalaman belajar yang menyenangkan, meningkatkan keterlibatan aktif anak, serta menstimulasi achievement emotions. Hal ini ditunjukkan melalui munculnya emosi positif, seperti rasa senang, antusias, bangga, percaya diri, dan keberanian anak dalam menyelesaikan aktivitas pembelajaran. Dengan demikian, media yang dikembangkan berpotensi mendukung pembelajaran anak usia dini yang bermakna dan menyenangkan.

Kata Kunci: *virtual simulation*, cerita rakyat Bali, *achievement emotions*, anak usia dini

**DEVELOPMENT OF A VIRTUAL SIMULATION MEDIA BASED ON
BALINESE FOLKLORE TO STIMULATE ACHIEVEMENT EMOTIONS OF
KINDERGARTEN CHILDREN**

By

Ni Kadek Diantari Erika Putri, NIM 2211061008

Early Childhood Teacher Education Study Program

Department of Elementary Education

ABSTRACT

The development of digital technology has created opportunities to develop innovative learning media that are appropriate for the characteristics of early childhood learners. This study aimed to develop a virtual simulation learning media based on Balinese folktales to stimulate the achievement emotions of kindergarten children. The study employed the Research and Development (R&D) method using the ADDIE development model. The developed product is a virtual simulation learning media based on the Balinese folktale I Cupak lan I Grantang, which integrates animation, audio, narration, visual characters, and interactive activities. The results of expert validation and product trials indicated that the developed media was of excellent quality and was considered feasible, attractive, and practical for use in the learning process. The implementation of the media created an enjoyable learning experience, increased children's active engagement, and stimulated their achievement emotions. This was reflected in the emergence of positive emotions, such as enjoyment, enthusiasm, pride, self-confidence, and courage in completing learning activities. Therefore, the developed media has the potential to support meaningful and enjoyable learning experiences in early childhood education.

Keywords: *virtual simulation, Balinese folklore, achievement emotions, early childhood education*