

**PENGEMBANGAN MEDIA POP-UP BOOK DIGITAL TERINTEGRASI
DENGAN GAME EDUKASI UNTUK MENINGKATKAN HASIL BELAJAR
PANCASILA PADA SISWA
KELAS III SD 1 PAKET AGUNG**

Oleh

I Made Yogi Pradnyana, NIM 2211021006

Program Studi Teknologi Pendidikan

Jurusan Ilmu Pendidikan, Psikologi, dan Bimbingan

ABSTRAK

Penelitian ini bertujuan untuk: (1) mengetahui rancang bangun media *pop-up book* digital terintegrasi game edukasi pada pembelajaran Pancasila, (2) mengetahui validitas produk media *pop-up book* digital terintegrasi game edukasi pada mata pelajaran Pancasila, (3) mengetahui kepraktisan media *pop-up book* digital terintegrasi game edukasi pada mata pelajaran Pancasila, (4) mengetahui efektivitas media *pop-up book* digital terintegrasi game edukasi pada pembelajaran Pancasila. Jenis penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang terdiri dari 5 tahapan utama yaitu analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data yang digunakan dalam penelitian ini berupa kuesioner dan tes. Teknik analisis data yang digunakan adalah deskriptif kuantitatif dan analisis statistika inferensial uji-t. Hasil dari penelitian ini menunjukkan bahwa (1) telah menghasilkan perancangan media *pop-up book* digital dari tahapan analisis hingga tahapan evaluasi, (2) hasil uji validitas ahli: (a) ahli isi pembelajaran diperoleh skor 97% kualifikasi sangat baik, (b) ahli media diperoleh skor 85% kualifikasi baik, (c) ahli desain diperoleh skor 92% kualifikasi sangat baik. Hasil uji coba produk: (a) uji coba perorangan diperoleh skor 93% kualifikasi sangat baik, (b) uji coba kelompok kecil diperoleh skor 87% kualifikasi baik, (3) uji kepraktisan oleh guru memperoleh skor 91% kualifikasi sangat praktis, (4) efektivitas media *pop-up book* digital dilihat dari uji-t berpasangan dengan nilai signifikansi 0,001 ($p < 0,05$). Disimpulkan bahwa penggunaan media *pop-up book* digital terintegrasi game edukasi efektif untuk meningkatkan hasil belajar mata pelajaran Pendidikan Pancasila siswa kelas III SD 1 Paket Agung.

Kata Kunci: *Pop-Up Book* Digital, Game Edukasi, ADDIE, Hasil Belajar, Pendidikan Pancasila.

**DEVELOPMENT OF DIGITAL POP-UP BOOK MEDIA INTEGRATED WITH
EDUCATIONAL GAMES TO IMPROVE PANCASILA LEARNING OUTCOMES
FOR THIRD-GRADE STUDENTS AT SD 1 PAKET AGUNG**

By

I Made Yogi Pradnyana, NIM 2211021006

Educational Technology Study Program

Department of Education, Psychology, and Guidance

ABSTRACT

This study aims to: (1) determine the development framework of digital pop-up book media integrated with educational games in Pancasila learning, (2) determine the validity of digital pop-up book media integrated with educational games in Pancasila subject, (3) determine the practicality of digital pop-up book media integrated with educational games in Pancasila subject, and (4) determine the effectiveness of digital pop-up book media integrated with educational games in Pancasila learning. This research is a Research and Development (R&D) utilizing the ADDIE model, which consists of 5 main stages: analysis, design, development, implementation, and evaluation. The data collection methods used in this study were questionnaires and tests. The data analysis techniques applied were descriptive quantitative and inferential statistical paired t-test. The results of this study indicate that (1) it has successfully produced the design of digital pop-up book media from the analysis to the evaluation stage, (2) expert validation results: (a) instructional content expert obtained a score of 97% (excellent), (b) media expert obtained a score of 85% (good), (c) instructional design expert obtained a score of 92% (excellent). Product trial results: (a) one-to-one trial obtained a score of 93% (excellent), (b) small group trial obtained a score of 87% (good), (3) practicality testing by the teacher obtained a score of 91% (highly practical), (4) the effectiveness of the digital pop-up book media is demonstrated through a paired t-test with a significance value of 0.001 ($p < 0.05$). In conclusion, the use of digital pop-up book media integrated with educational games is effective in improving the learning outcomes of Pancasila subject for third-grade students at SD 1 Paket Agung.

Keywords: *Digital Pop-Up Book, Educational Games, ADDIE, Learning Outcomes, Pancasila Education*