

PENGEMBANGAN WEB PERMAINAN *GASTRO GALAXY* UNTUK MENINGKATKAN LITERASI BUDAYA BALI KELAS V SD

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ABSTRAK

Penyampaian materi mengenai keberagaman budaya Bali kepada siswa sekolah dasar kerap kali masih memakai metode konvensional, sehingga memicu rasa kurang tertarik pada diri siswa dan pemahaman materi kebudayaan menjadi kurang mendalam. Tujuan dari penelitian ini yakni menghasilkan produk pengembangan berupa media *web* permainan edukasi *Gastro Galaxy* sebagai media pembelajaran yang valid serta praktis guna meningkatkan literasi budaya Bali siswa kelas V SD. Media ini dirancang dalam wujud permainan interaktif yang memadukan unsur pendidikan, teknologi, serta kearifan lokal Bali agar pembelajaran terasa menyenangkan dan bermakna. Metode riset yang digunakan yakni *Research and Development* (R&D) model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), dibatasi hingga tahap *Development* karena keterbatasan waktu dan sumber daya. Subjek riset terdiri atas media *web* permainan *Gastro Galaxy*, validator, guru, dan siswa, sedangkan objeknya mencakup validitas isi serta kepraktisan media. Analisis data dilakukan secara deskriptif kuantitatif menggunakan rumus Gregory untuk validitas isi dan persentase untuk respons pengguna. Perolehan analisis memperlihatkan bahwa media *web* permainan *Gastro Galaxy* mengantongi koefisien validitas sebesar 1,00 dari ahli materi maupun ahli media, yang berada pada kualifikasi sangat tinggi. Sementara itu, capaian uji kepraktisan mencatatkan persentase nilai dari guru sebesar 98% dan respons siswa sebesar 96,15% pada kualifikasi sangat baik. Oleh karena itu, media *web* permainan *Gastro Galaxy* terbukti memenuhi kriteria valid serta praktis, sehingga teruji layak difungsikan sebagai media pembelajaran interaktif untuk meningkatkan literasi budaya Bali siswa kelas V sekolah dasar.

Kata kunci: *Gastro Galaxy*, Web Permainan, Literasi Budaya, Media Pembelajaran, Sekolah Dasar

**DEVELOPMENT OF THE GASTRO GALAXY WEB-BASED GAME TO
IMPROVE BALINESE CULTURAL LITERACY FOR FIFTH GRADE
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

Teaching material on Bali's cultural diversity to elementary school students is often still delivered through conventional methods, causing students to be less interested and lack a deep understanding of cultural content. The purpose of this study is to produce a development product in the form of the Gastro Galaxy educational game web media as a valid and practical learning media to improve Bali cultural literacy of fifth-grade elementary school students. This media is designed as an interactive game combining elements of education, technology, and Bali's local wisdom to make learning enjoyable and meaningful. The research method used is Research and Development (R&D) with the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model, limited to the Development stage due to time and resource constraints. The research subjects consist of the Gastro Galaxy game web media, validators, teachers, and students, while the object covers content validity and media practicality. Data analysis was carried out quantitatively and descriptively using Gregory's formula for content validity and percentages for user responses. The analysis results show that the Gastro Galaxy game web media obtained a validity coefficient of 1.00 from both subject matter experts and media experts, falling into the very high qualification. Meanwhile, the practicality test achievements recorded a response percentage of 98% from teachers and 96.15% from students in the very good qualification. Therefore, the Gastro Galaxy game web media is proven to meet the valid and practical criteria, making it eligible to be used as an interactive learning media to improve Bali cultural literacy of fifth-grade elementary school students.

Keywords: *Gastro Galaxy, Web Games, Cultural Literacy, Learning Media, Elementary School.*