

**PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS *ART-BASED TEACHING* UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA
KELAS IV SD NEGERI 3 DALUNG**

Oleh

Ni Kadek Dian Purnama Yanti, NIM. 2211031047

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini didasari dengan adanya permasalahan dari analisis kebutuhan yang ditemukan dalam pembelajaran Pendidikan Pancasila di kelas IV khususnya pada materi mengenal lingkungan sekitar yakni, siswa memiliki motivasi belajar yang rendah dengan nilai rata-rata hasil *pre-nontest* mencapai 50,3 dan berada pada kategori kurang pada konferensi tingkat pencapaian skala 5. Rendahnya motivasi belajar ini disebabkan oleh belum adanya media pendukung yang mampu menarik semangat belajar siswa, penggunaan bahan dan media ajar yang monoton berupa buku teks saja, serta kurangnya keterlibatan aktif siswa dalam belajar yang menjadikan siswa sulit dalam memahami materi. Penelitian yang dikembangkan ini bertujuan untuk mengetahui (1) hasil rancang bangun dari e-modul interaktif berbasis *Art-Based Teaching*, (2) kelayakan media yang ditinjau dari aspek isi, desain, media, rancang bangun, serta uji perorangan dan kelompok kecil, dan (3) efektivitas media dalam meningkatkan motivasi belajar siswa. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model pengembangan ADDIE dengan subjek yang terlibat yakni sebanyak 29 orang siswa kelas IV SD Negeri 3 Dalung. Hasil penelitian menunjukkan bahwa: (1) rancang bangun e-modul interaktif berbasis *Art-Based Teaching* dikembangkan berdasarkan *flowchart* dan *storyboard* yang sesuai dengan model tahapan ADDIE; (2) media e-modul dinyatakan sangat valid dengan hasil penilaian ahli isi sebesar 95%, ahli desain sebesar 92,5%, ahli rancang bangun sebesar 95%, ahli media pembelajaran sebesar 95%, serta uji perorangan sebesar 90,8% dan uji kelompok kecil sebesar 93,3% dengan kualifikasi layak; (3) hasil efektivitas menggunakan analisis uji-t (*paired sample test*) dengan menunjukkan nilai t-hitung lebih besar dari nilai t-tabel, sehingga H_0 ditolak dan H_1 diterima. Hasil penelitian menunjukkan terdapat perbedaan yang signifikan antara motivasi belajar siswa sebelum dan sesudah penggunaan e-modul interaktif berbasis *Art-Based Teaching*, sehingga dapat disimpulkan bahwa e-modul interaktif berbasis *Art-Based Teaching* efektif digunakan dalam pembelajaran Pendidikan Pancasila khususnya pada materi mengenal lingkungan sekitar.

Kata Kunci: *Art-Based Teaching*, e-modul, interaktif, motivasi, pendidikan pancasila.

**DEVELOPMENT OF AN ART-BASED TEACHING INTERACTIVE E-
MODULE TO INCREASE THE LEARNING MOTIVATION OF GRADE IV
STUDENTS OF SD NEGERI 3 DALUNG**

By

Ni Kadek Dian Purnama Yanti, NIM. 2211031047

Elementary School Teacher Education Study Program

Basic Education Department

ABSTRACT

This research is based on the problems of the needs analysis found in learning Pancasila Education in grade IV, especially in the material of getting to know the surrounding environment, namely, students have low learning motivation with an average score of 50.3 pre-nontest results and are in the low category at the 5-scale achievement level conference. This low motivation to learn is caused by the absence of supporting media that is able to attract students' enthusiasm for learning, the use of monotonous teaching materials and media in the form of textbooks only, and the lack of active involvement of students in learning which makes it difficult for students to understand the material. The research developed aims to find out (1) the design results of Art-Based Teaching-based interactive e-modules, (2) the feasibility of media Reviewed from the aspects of content, design, media, design, and individual and small group tests, and (3) the effectiveness of media in increasing students' learning motivation. This research is a development research that refers to the ADDIE development model with the subjects involved, namely 29 grade IV students of SD Negeri 3 Dalung. The results of the study show that: (1) the design of an interactive e-module based on Art-Based Teaching is developed based on flowcharts and storyboards in accordance with the ADDIE stage model; (2) e-module media is declared very valid with the results of the assessment of content experts of 95%, design experts of 92.5%, design experts of 95%, learning media experts of 95%, as well as individual tests of 90.8% and small group tests of 93.3% with proper qualifications; (3) the effectiveness results using t-test analysis (paired sample test) by showing that the t-calculated value is greater than the t-table value, so that H0 is rejected and H1 is accepted. The results of the study showed that there was a significant difference between students' learning motivation before and after the use of Art-Based Teaching-based interactive e-modules, so it can be concluded that art-based interactive e-modules are effectively used in learning Pancasila Education, especially in materials about getting to know the surrounding environment.

Keyword: Art-Based Teaching, e-module, interactive, motivation, Pancasila education.