

ABSTRACT

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DEVELOPMENT OF VIRTUAL REALITY ARTSTEPS MEDIA FOR INDONESIAN CULTURE MATERIAL IN THE SUBJECT OF IPAS CLASS V ELEMENTARY SCHOOL

(xiv + 150 pages: 12 pictures; 18 tables; 11 attachments)

IPAS lessons are one of the subjects that are mandatory in every school. IPAS is a unification of science and social studies content that occurs in the Merdeka Curriculum. Many educators still use conventional, monotonous, bored and less exciting methods. Therefore, social studies subjects are considered less interesting. Educators also find it difficult to develop interactive learning media. The purpose of this study is to see the development steps taken by researchers to develop Artsteps Virtual Reality learning media according to the Borg and Gall framework, analyse the evaluation results of Artsteps Virtual Reality learning media development products based on material experts, media experts, and linguists, and determine the evaluation results of Artsteps Virtual Reality learning media development products based on initial field trials, main field trials, and operational field trials. This study used the research and development model of Borg and Gall with minor adjustments to run nine steps. Data were collected through interviews and questionnaires and the results were analysed qualitatively and quantitatively. In the development process, three trials were conducted, namely initial field trials, main field trials, and operational field trials. The initial field trial involved 7 respondents, the main field trial involved 31 respondents, and the operational field trial involved 31 respondents. The results of the analysis of the final operational field trial showed that the Artsteps virtual reality learning media for IPAS subjects on Indonesian cultural material received a percentage of 87.38%. Thus the product is said to be very feasible and can be a new learning media in IPAS learning.

Keyword : Research and Development, Artsteps, Virtual Reality, Indonesian Culture, IPAS

References : 68 (1996 – 2024)

ABSTRAK

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PENGEMBANGAN MEDIA VIRTUAL REALITY ARTSTEPS UNTUK MATERI BUDAYA INDONESIA DALAM MATA PELAJARAN IPAS KELAS V SD

(xiv + 150 halaman: 12 gambar; 18 tabel; 11 lampiran)

Pelajaran IPAS merupakan salah satu mata pelajaran yang wajib di setiap sekolah. IPAS merupakan penyatuan konten muatan IPA dan IPS yang terjadi di dalam Kurikulum Merdeka. Banyak pendidik yang masih menggunakan metode konvensional, monoton, bosan dan kurang mengasikkan. Oleh sebab itu, mata pelajaran IPS dinilai kurang menarik. Pendidik juga merasa kesulitan dalam mengembangkan media pembelajaran interaktif. Tujuan penelitian ini adalah melihat langkah-langkah pengembangan yang dilakukan peneliti untuk mengembangkan media pembelajaran Artsteps Virtual Reality menurut kerangka Borg dan Gall, menganalisis hasil evaluasi dari produk pengembangan media pembelajaran Artsteps Virtual Reality berdasarkan ahli materi, ahli media, dan ahli bahasa, dan mengetahui hasil evaluasi dari produk pengembangan media pembelajaran Artsteps Virtual Reality berdasarkan uji coba lapangan awal, uji coba lapangan utama, dan uji coba lapangan operasional. Penelitian ini menggunakan model penelitian dan pengembangan dari Borg dan Gall dengan sedikit penyesuaian menjalankan sembilan langkah. Pengumpulan data melalui wawancara dan pengisian kuesioner yang hasilnya dianalisa secara kualitatif dan kuantitatif. Dalam proses pengembangan dilakukan tiga kali uji coba, yakni uji coba lapangan awal, uji coba lapangan utama, dan uji coba lapangan operasional. Uji coba lapangan awal melibatkan 7 orang responden, uji coba lapangan utama melibatkan 31 orang responden, dan uji coba lapangan operasional melibatkan 31 orang responden. Hasil analisis uji coba akhir lapangan operasional menunjukkan media pembelajaran Artsteps *virtual reality* mata pelajaran IPAS pada materi budaya Indonesia mendapatkan persentase 87,38%. Dengan demikian produk tersebut dikatakan sangat layak dan dapat menjadi media pembelajaran baru dalam pembelajaran IPAS.

Kata Kunci : Penelitian dan Pengembangan, Artsteps, Virtual Reality, Budaya Indonesia, IPAS

Referensi : 68 (1996 – 2024)