

ABSTRAK

Wahyu Choyrunisya Salsa Bela. 2026. *Pengembangan Media Pembelajaran Interaktif Berbasis Unity pada Pembelajaran IPAS Siswa Kelas IV SD*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Suyanti, S.Pd., M.Pd., (II) Dian Nur Antika Eky Hastuti, S.Pd., M.Pd.

Pembelajaran IPAS materi keberagaman budaya Indonesia di kelas IV SDN 01 Tawangrejo telah memanfaatkan PPT, video YouTube, dan Wordwall, tetapi penggunaannya masih terpisah, kurang interaktif, serta belum menyajikan materi secara menyeluruh sehingga siswa memerlukan media yang lebih interaktif untuk memvisualisasikan keunikan budaya antardaerah. Penelitian ini bertujuan mengetahui kelayakan dan kepraktisan media pembelajaran interaktif berbasis Unity. Penelitian menggunakan metode Research and Development dengan model ADDIE. Subjek penelitian meliputi 29 siswa kelas IV, satu guru, serta validator ahli materi, ahli bahasa, dan ahli media. Data dikumpulkan melalui observasi, wawancara, angket, dan dokumentasi, kemudian dianalisis secara deskriptif kuantitatif menggunakan persentase. Hasil penelitian menunjukkan tingkat kelayakan sebesar 90,9% dari ahli materi, 92% dari ahli bahasa, dan 94,3% dari ahli media dengan kategori sangat layak. Kepraktisan media mencapai 92,9% berdasarkan respon guru dan 89% berdasarkan respon siswa dengan kategori sangat praktis. Media pembelajaran interaktif berbasis Unity dinyatakan sangat layak dan sangat praktis untuk digunakan dalam pembelajaran IPAS materi keberagaman budaya Indonesia di kelas IV sekolah dasar.

Kata kunci: Media Pembelajaran Interaktif, Unity, IPAS, Keberagaman Budaya.

ABSTRACT

Wahyu Choyrunisya Salsa Bela. 2026. *Development of Unity Based Interactive Learning Media for Science and Social Studies (IPAS) Learning for Fourth Grade Elementary School Students*. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, PGRI University of Madiun. Advisors (I) Suyanti, S.Pd., M.Pd., (II) Dian Nur Antika Eky Hastuti, S.Pd., M.Pd.

Science and Social Studies (IPAS) learning on the topic of Indonesian cultural diversity for fourth-grade students at SDN 01 Tawangrejo has utilized PowerPoint, YouTube videos, and Wordwall; however, these media are used separately, provide limited interactivity, and do not comprehensively present the learning materials. Consequently, students require a more interactive learning medium to visualize the uniqueness of cultural diversity across regions in Indonesia. This study aimed to determine the feasibility and practicality of Unity-based interactive learning media. The study employed the Research and Development (R&D) method using the ADDIE model. The research subjects consisted of 29 fourth-grade students, one classroom teacher, and expert validators in content, language, and media. Data were collected through observation, interviews, questionnaires, and documentation, and were analyzed using descriptive quantitative analysis with percentage techniques. The results showed that the media achieved feasibility scores of 90.9% from the content expert, 92% from the language expert, and 94.3% from the media expert, all categorized as highly feasible. The practicality scores reached 92.9% based on the teacher's responses and 89% based on the students' responses, both categorized as highly practical. Therefore, the Unity-based interactive learning media was considered highly feasible and highly practical for use in Science and Social Studies (IPAS) learning on the topic of Indonesian cultural diversity for fourth-grade elementary school students.

Keywords: Interactive Learning Media, Unity, Science and Social Studies (IPAS), Indonesian Cultural Diversity.