

ABSTRAK

Risdha Wahyu Andini. 2026. *Pengembangan Media Gambar Berseri Digital Berbasis Kearifan Lokal untuk Pembelajaran Menulis Narasi Siswa Kelas IV Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Cerianing Putri Pratiwi, M.Pd. dan Pembimbing (II) Apri Kartikasari, M.Pd.

Penelitian ini bertujuan untuk mengetahui kondisi media pembelajaran yang digunakan dalam pembelajaran menulis narasi, menganalisis kebutuhan media pembelajaran, serta mengembangkan media gambar berseri digital berbasis kearifan lokal untuk pembelajaran menulis narasi siswa kelas IV sekolah dasar. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penelitian adalah siswa kelas IV SDN 04 Klegen Kota Madiun. Teknik pengumpulan data dilakukan melalui observasi, wawancara, angket, dan dokumentasi. Produk yang dikembangkan berupa media gambar berseri digital berbasis kearifan lokal dengan tema permainan tradisional yang dikemas dalam bentuk flipbook. Hasil validasi ahli media memperoleh persentase kelayakan sebesar 90% dengan kategori sangat layak, sedangkan hasil validasi ahli materi dan bahasa memperoleh persentase sebesar 80% dengan kategori sangat layak. Respons guru terhadap media memperoleh persentase sebesar 91% dengan kategori sangat layak, dan respons siswa memperoleh persentase sebesar 93% dengan kategori sangat menarik. Berdasarkan hasil penelitian dapat disimpulkan bahwa media gambar berseri digital berbasis kearifan lokal yang dikembangkan memenuhi kriteria sangat layak dan sangat menarik untuk digunakan dalam pembelajaran menulis narasi siswa kelas IV sekolah dasar. Media ini mampu membantu siswa memahami urutan peristiwa dalam cerita, mempermudah siswa menuangkan ide ke dalam bentuk tulisan narasi, serta menghadirkan pembelajaran yang lebih kontekstual melalui pengenalan permainan tradisional sebagai bagian dari kearifan lokal.

Kata kunci: Media Gambar Berseri Digital, Kearifan Lokal, Permainan Tradisional, Menulis Narasi, Sekolah Dasar.

ABSTRACT

Risdha Wahyu Andini. 2026. *Development of Local Wisdom-Based Digital Picture Series Media for Teaching Narrative Writing to Fourth Grade Elementary School Students*. Undergraduate Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervised by Dr. Cerianing Putri Pratiwi, M.Pd. and Apri Kartikasari, M.Pd.

This study aimed to identify the condition of the learning media used in narrative writing instruction, analyze the need for learning media, and develop local wisdom-based digital picture series media for teaching narrative writing to fourth-grade elementary school students. This study employed the Research and Development (R&D) method using the ADDIE model, which consists of the Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects were fourth-grade students of SDN 04 Klegen. Data were collected through observation, interviews, questionnaires, and documentation. The product developed was a local wisdom-based digital picture series medium with the theme of traditional games, packaged in a flipbook format. The results of the media expert validation showed a feasibility percentage of 90%, categorized as highly feasible, while the material and language expert validation results showed a percentage of 80%, also categorized as highly feasible. The teacher's response to the media obtained a percentage of 91% with a highly feasible category, and the students' responses obtained a percentage of 93% with a highly attractive category. Based on the findings, it can be concluded that the developed local wisdom-based digital picture series media met the criteria of being highly feasible and highly attractive for use in narrative writing instruction for fourth-grade elementary school students. The media helped students understand the sequence of events in a story, facilitated them in expressing ideas in the form of narrative writing, and provided more contextual learning through the introduction of traditional games as part of local wisdom.

Keywords: Digital Picture Series Media, Local Wisdom, Traditional Games, Narrative Writing, Elementary School.