

ABSTRAK

Asrinda Riska Cahyawati. 2026. Pengembangan Aplikasi RANCAKA Berbasis Literasi Digital Dalam Pembelajaran Aksara Jawa dan Sandhangan Pada Kelas IV Sekolah Dasar. Pendidikan Guru Sekolah Dasar, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd. Pembimbing (II) Sesaria Prima Yudhaningtas, S.Pd., M.Pd.

Kata Kunci: Aplikasi RANCAKA, Literasi Digital, Aksara Jawa, Sandhangan, Pembelajaran Sekolah Dasar

Penelitian ini bertujuan untuk mengembangkan aplikasi RANCAKA berbasis literasi digital sebagai media pembelajaran Aksara Jawa dan Sandhangan bagi siswa kelas IV sekolah dasar, mengetahui tingkat kelayakan media, serta mengetahui respons pengguna terhadap media yang dikembangkan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian terdiri atas ahli materi, ahli media, ahli bahasa, guru kelas IV, dan siswa kelas IV SDN 02 Madiun Lor. Teknik pengumpulan data meliputi observasi, wawancara, dokumentasi, dan angket. Hasil validasi menunjukkan bahwa media memperoleh persentase sebesar 95% dari ahli bahasa, 87,5% dari ahli media, dan 93,3% dari ahli materi dengan kategori Sangat Layak. Hasil uji coba memperoleh persentase 91,7% pada uji perorangan, 93,3% pada uji kelompok kecil, dan 93,3% pada uji lapangan. Berdasarkan hasil tersebut, aplikasi RANCAKA dinyatakan sangat layak digunakan sebagai media pembelajaran Aksara Jawa dan Sandhangan serta mampu mendukung penerapan literasi digital pada siswa sekolah dasar.

ABSTARCT

Asrinda Riska Cahyawati. 2026. Development of the RANCAKA Application Based on Digital Literacy in Learning Javanese Script and Sandhangan for Fourth Grade Elementary School Students. Undergraduate Thesis. Primary School Teacher Education Study Program, Universitas PGRI Madiun. Supervisor I: Dr. Endang Sri Maruti, M.Pd. Supervisor II: Sesaria Prima Yudhaningtas, S.Pd., M.Pd.

Keywords: RANCAKA Application, Digital Literacy, Javanese Script, Sandhangan, Elementary School Learning Literacy,

Javanese This study aimed to develop the RANCAKA application based on digital literacy as a learning medium for Javanese Script and *Sandhangan* for fourth-grade elementary school students, to determine the feasibility of the developed media, and to identify users' responses toward the application. This research employed the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research subjects included a material expert, a media expert, a language expert, a fourth-grade teacher, and fourth-grade students of SDN 02 Madiun Lor, Madiun City. Data were collected through observation, interviews, documentation, and questionnaires. The validation results indicated that the RANCAKA application obtained a score of 95% from the language expert, 87.5% from the media expert, and 93.3% from the material expert, all of which were categorized as Highly Feasible. The trial results showed scores of 91.7% in the individual trial, 93.3% in the small-group trial, and 93.3% in the field trial, which were also classified as Highly Feasible. Based on these findings, it can be concluded that the RANCAKA application is highly feasible to be used as a learning medium for Javanese Script and *Sandhangan* and is effective in supporting the implementation of digital literacy in elementary school learning.