

INTISARI

Pembelajaran tembang macapat Gambuh di sekolah dasar masih menghadapi kendala karena metode pembelajaran cenderung konvensional dan kurang interaktif. Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis *desktop* untuk meningkatkan minat dan pemahaman siswa. Pengembangan media menggunakan model ADDIE dengan analisis SWOT. Pengujian media menggunakan black-box testing oleh 4 penguji, terdiri dari 2 dosen dan 2 guru, dan dinyatakan berhasil serta layak digunakan. Penilaian menggunakan skala Likert, sedangkan peningkatan pemahaman siswa diukur melalui *Pre-test* dan *post-test* yang dianalisis menggunakan N-Gain. Hasil analisis menunjukkan N-Gain sebesar 0,708 atau 70,84%, yang menunjukkan adanya peningkatan pemahaman siswa. Media ini dapat menjadi alternatif pembelajaran tembang macapat Gambuh yang interaktif sekaligus mendukung pelestarian budaya Jawa di sekolah dasar.

Kata kunci: Media Pembelajaran Interaktif; Tembang Macapat Gambuh; ADDIE.

ABSTRACT

The learning of the Gambuh macapat song in elementary schools still faces challenges because the learning methods tend to be conventional and less interactive. This study aims to develop desktop-based interactive learning media to improve students' interest and understanding. The media was developed using the ADDIE model with SWOT analysis. The media was tested using black-box testing by four testers, consisting of two lecturers and two teachers, and was declared successful and suitable for use. The assessment used a Likert scale, while the improvement in students' understanding was measured through pretests and posttests and analyzed using N-Gain. The analysis results showed an N-Gain score of 0.708 or 70.84%, indicating an improvement in students' understanding. This media can serve as an interactive alternative for learning the Gambuh macapat song while supporting the preservation of Javanese culture in elementary schools.

Keywords: Interactive Learning Media; Gambuh Macapat Song; ADDIE.