

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN LUDANA DI EKSTRAKURIKULER TARI SMP NEGERI 19 BANDAR LAMPUNG

Oleh

Eka Setiawati

Penelitian ini difokuskan pada pengembangan media pembelajaran Ludana yang dirancang untuk memperkenalkan ragam gerak Tari Bedana melalui pendekatan konvensional dengan sentuhan visual bergaya kartun. Tujuan utama dari pengembangan ini adalah untuk meningkatkan pemahaman peserta didik terhadap materi tari Bedana di SMP Negeri 19 Bandar Lampung. Proses pengembangan dilakukan dengan menggunakan metode *Research and Development* (R&D), mengacu pada model 4D dari Thiagarajan yang mencakup tahapan *Define* (pendefinisian), *Design* (perancangan), *Develop* (pengembangan), dan *Disseminate* (penyebaran). Berdasarkan hasil evaluasi, media pembelajaran dinyatakan telah memenuhi tiga aspek penting, yaitu kelayakan, kemudahan penggunaan, dan daya tarik visual. Penilaian terhadap aspek kelayakan dan kemenarikan diberikan oleh Ahli Materi dan Ahli Media, yang masing-masing memberikan skor rata-rata sebesar 4,80 dan 4,46, termasuk dalam kategori “sangat layak”. Selanjutnya, uji coba terbatas yang melibatkan guru dan peserta didik menunjukkan bahwa Ludana mudah digunakan dan menarik, dengan skor rata-rata masing-masing 4,53 (guru) dan 4,50 (siswa). Dengan demikian, hasil penelitian menunjukkan bahwa media pembelajaran Ludana tidak hanya layak diterapkan dalam proses pembelajaran, tetapi juga optimal dalam menarik minat serta mempermudah peserta didik dalam memahami ragam gerak Tari Bedana secara menyenangkan dan kontekstual.

Kata Kunci: Media Pembelajaran, Ludana, Tari Bedana.

ABSTRACT

DEVELOPMENT OF LUDANA LEARNING MEDIA IN DANCE EXTRACURRICULAR ACTIVITIES AT SMP NEGERI 19 BANDAR LAMPUNG

By

Eka Setiawati

This research was focused on the development of Ludana as an instructional medium designed to introduce the movement variations of *Tari Bedana* through a conventional approach enhanced with cartoon-style visuals. The primary goal of this development was to improve students' understanding of *Tari Bedana* at SMP Negeri 19 Bandar Lampung. The development process was carried out using the Research and Development (R&D) method, based on the 4D model proposed by Thiagarajan, which consists of four stages: Define, Design, Develop, and Disseminate. The results obtained from the evaluation revealed that the Ludana learning media met three essential criteria: feasibility, ease of use, and visual appeal. The feasibility and attractiveness of the media were assessed by a Subject Matter Expert and a Media Expert, who provided average scores of 4.80 and 4.46 respectively, both categorized as "highly feasible." In addition, limited trials involving teachers and students were conducted, in which the media received average scores of 4.53 from teachers and 4.50 from students, indicating that the product was considered easy to use and engaging. Based on the findings, Ludana was deemed not only appropriate for implementation in the learning process, but also effective in enhancing students' interest and facilitating their understanding of *Tari Bedana* movements in an enjoyable and contextually relevant manner.

Keywords: Learning Media, Ludana, Bedana Dance.