

ABSTRAK

PENGEMBANGAN *ESCAPE ROOM* DIGITAL BERBASIS LITERASI SAINS MATA PELAJARAN IPAS KELAS IV SEKOLAH DASAR

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Penelitian ini dilatarbelakangi oleh kurangnya pemanfaatan media pembelajaran digital berbasis literasi sains di sekolah dasar. Penelitian ini bertujuan mengembangkan media pembelajaran *escape room* digital berbasis literasi sains untuk mata pelajaran IPAS pada kelas IV sekolah dasar. Metode yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE, yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Media ini dikembangkan berdasarkan kebutuhan peserta didik dan karakteristik pembelajaran IPAS dengan tema perubahan wujud benda. Media diimplementasikan pada 32 peserta didik kelas IV di SDN 2 Kalisari. Instrumen yang digunakan dalam penelitian ini berupa lembar validasi ahli materi, ahli media, dan ahli bahasa serta angket respon peserta didik dan pendidik. Penelitian ini menghasilkan sebuah media *escape room* digital berbasis literasi sains mata pelajaran IPAS kelas IV Sekolah Dasar. Hasil penilaian ahli menunjukkan bahwa media memperoleh kategori “Layak” dari segi materi serta kategori “Sangat Layak” ditinjau dari segi media dan bahasa. Hasil respon peserta didik dan pendidik menunjukkan bahwa media *escape room* digital berbasis literasi sains mendapatkan respon yang sangat positif dengan kategori “Sangat Layak”. Sehingga media *escape room* digital berbasis literasi sains layak dan dapat digunakan dalam pembelajaran di sekolah dasar.

Kata kunci: *Escape room* digital, IPAS, Literasi sains, Model ADDIE.

ABSTRACT

DEVELOPMENT OF A SCIENCE LITERACY-BASED DIGITAL ESCAPE ROOM ON SCIENCE AND SOCIAL STUDIES SUBJECT FOR GRADE IV ELEMENTARY SCHOOL

By

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This research is motivated by the lack of utilization of science literacy-based digital learning media in elementary schools. This study aims to develop a science literacy-based digital Escape room learning media for The IPAS subjects in grade IV of elementary school. The method used is Research and Development (R&D) with the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. This media was developed based on the needs of students and the characteristics of the IPAS learning with the theme of changes in the state of matters. The media was implemented with 32 students of fourth-grade at SDN 2 Kalisari. The instruments used in this research were expert validation sheets, media expert validation sheets, and linguist validation sheets, as well as response questionnaires from students and teachers. This research produced a science literacy-based digital Escape Room media for grade IV elementary school on IPAS subject. The expert assessment results showed that the media obtained the "Feasible" category in terms of material and the "Very Feasible" category in terms of media and language. The results of the student and teacher responses indicated that the science literacy-based digital escape room media received a very positive response in the "Very Feasible" category. Thus, the science literacy-based digital Escape room media is feasible and can be used in learning in elementary schools.

Keywords: Digital *Escape room*, IPAS, Science literacy, ADDIE model