

Nur Laili Samak. 2026. Pengembangan Media Pembelajaran *Ludutac* (Ludo Edukasi Tari Cakang) Materi Unsur Pendukung Tari untuk Kelas VA SDN Kowel 3 Pamekasan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Parrisca Indra Perdana, S. Pd., M. Pd.

ABSTRAK

Abstrak: Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Ludutac* (Ludo Edukasi Tari Cakang) Materi Unsur Pendukung Tari untuk Kelas VA SDN Kowel 3 Pamekasan yang valid, praktis, dan efektif. Penelitian ini menggunakan model penelitian 4D (*Define, Design, Development, Dissemination*). Subjek penelitian ini adalah 22 peserta didik dan 1 guru di kelas VA SDN Kowel 3. Berdasarkan hasil penelitian yang telah dilaksanakan, diperoleh persentase kevalidan media *Ludutac* ditinjau dari hasil validasi media pembelajaran sebesar 87,5%, validasi desain pembelajaran 92,5%, dan validasi materi 85%, masing-masing berada pada kategori “sangat valid”. Kepraktisan ditinjau dari observasi aktivitas guru yang memperoleh nilai 100% dan observasi aktivitas peserta didik 98% dengan masing-masing berada pada kategori praktis. Keefektifan media *Ludutac* ditinjau dari hasil ketuntasan belajar secara klasikal sebesar 87,5% dengan kriteria tuntas, persentase angket respon guru sebesar 100% dan persentase angket respon peserta didik 87,65% dengan masing-masing berada pada kategori sangat baik. Berdasarkan hasil yang diperoleh, maka produk media pembelajaran *Ludutac* (Ludo Edukasi Tari Cakang) Materi Unsur Pendukung Tari untuk Kelas VA SDN Kowel 3 Pamekasan dikatakan valid, praktis, dan efektif.

Kata Kunci: Penelitian Pengembangan, Media Pembelajaran, *Ludutac*, Tari Cakang, Pembelajaran Seni Tari

Nur Laili Samak. 2026. *Development of Ludutac Learning Media of Ludutac (Ludo Cakang Dance Education) Supporting Elements of Dance Material Subject for Grade VA Student of SDN Kowel 3 Pamekasan*. Thesis. Primary School Teacher Education, Faculty of Teacher Training and Education, Trunodjoyo University Madura. Supervisor: Parrisca Indra Perdana, S.Pd., M. Pd.

ABSTRACT

Abstract: This research purpose to develop a Ludutac Learning Media of Ludutac (Ludo Cakang Dance Education) Supporting Elements of Dance Material Subject for Grade VA Student of SDN Kowel 3 Pamekasan that is valid, practical, and effective. The research employed the 4D development model (Define, Design, Development, Disseminatio). The research subjects were 22 students and 1 teacher of Grade VA at SDN Kowel 3 Pamekasan. Based on the results of the research that has been carried out, the percentage of validity of Ludutac learning media teaching materials is obtained in terms of the results of learning media validation of 87,5%, validation of desain teaching 92,5%, and validation of learning materials 85%, each of which is in the 'very valid' category. The practicality of Ludutac learning media was reviewed based on observation teacher activity, which scored 100%, and student activity, which scored 98%, each categorized as practical. The effectiveness of the Ludutac media learning was assessed based on classical learning completion, which was 87.5%, meeting the criteria for completeness. The percentage for the teacher response questionnaire was 100%, and the student response questionnaire 87.65%, each categorized as very good. Based on these results, the Ludutac learning media product (Ludo Cakang Dance Education) with Dance Supporting Elements for Grade VA of SDN Kowel 3 Pamekasan is considered valid, practical, and effective.

Keywords: Research and Development, Learning Media, Ludutac, Cakang Dance, Education Dance