RIWAYAT ARTIKEL JURNAL/PROSIDING

Judul Artikel	:	The Development of Social Science Thematic Learning Media-Edpuzzel and Local Wisdom Based on Elementary School in Indonesia
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Trial-Limited

Trial activities limited this done for future power pull student to products that have been generated. Trial-limited done student by offline 5th on Wednesday, December 29, 2021, in class V SD Kwpuluk, Bantul, Yogyakarta.

Figure 6. Implementation of Limited Test by 5 students (Source: image author's private document)

Product Major Revision

Figure 7. Media results before fixed (left) and after repair (Source: image author's private document)

Trial-Field

Trial-field was done offline on Tuesday, January 11, 2022, in class V SD Kwpuluk, Bantul, Yogyakarta to 28 students.

Figure 8 Field Test Implementation (Source: image author's private document)

Revision on trial product-field

Execution Test Field

Improvement Field Test Results Produk

Table 3. Recapitulation Results Evaluation Learning Media Products Thematic Loaded social sciences Based Edpuzzles and wisdom Local Class V SD Kwpuluk

No.	Aspect	Results	Criteria
1.	Material Expert Assessment		Very Good
	a. Total Score	77	
	b. Average	4.8	
2.	Teaching Material Expert Assessment		Very Good
	a. Total Score	44	
	b. Average	4.5	
3.	Teacher's Response		Very Good
	a. Total Score	55	
	b. Average	4.6	

No.	Aspect	Results	Criteria
4.	Response Student		Very Good
	a. Total Score	98	
	b. Average	4.9	
5.	Effectiveness Test Product	Significance Value (2 - tailed = 0.000 < 0.05	Effective
	Average score	Test start = 60	Increase
		Test end = 75	
	Completeness Student	Early learning = 28%	Increase
		End of learning = 68%	

Source: Author's Research Data Recapitulation, 2022

Final Product

Product Rating Results

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The Development of Social Science Thematic Learning Media-Edpuzzel And Local Wisdom Based on Elementary School in Indonesia

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ABSTRACT

The aims of this development research are 1) to generate learning media products of social; science in the form of Edpuzzel used in the social studies learning process for student class V school basic 2) know the enhancement performance study student class V on the eye social sciences lesson material location Indonesian geography. Type study is research and development (R&D). Study this done at SD Rejodadi Poor Bantul Yogyakarta in the odd semester. The subject study is student class V SD Rejodadi Poor Bantul Yogyakarta with 28 samples. Techniques and data collection using observations, interviews, questionnaires, and tests. Data analysis techniques using percentage, mean score, and t-test.

Edpuzzel Media development results social sciences is as follows. 1) Learning Media Thematic Loaded social sciences based Edpuzzel and local wisdom are worth it used after getting an average score of 4.8 from expert material, the average score is 4.5 of media expert with very good criteria, the teacher's assessment/teacher response gets a score of 4.6 with very good criteria, teacher assessment response student got value 98 with very good criteria. 2) Learning Media Thematic of Social science Edpuzzel and local wisdom based are effectively used after done test and get results that there is an increase in average grade/achievement learn social studies by 15 points and increase percentage completed student by 60%. The effectiveness product study is also indicated by the value of sig. (2-tailed) in the two. test party of 0.000 (< 0.05) where previously is known that the data is normally distributed (sig. 0.267 > 0.05) and homogeneous (sig. 0.130 > 0.05).

Keywords: development of learning media, edpuzzel social studies, science knowledge social, achievement study, grade 5, school base

INTRODUCTION

Learning thematic is learning integrated that uses theme for link several eye lesson so that could give experience mean to students. The theme is tree thought or idea the tree that becomes tree talks (. Lubis, 2018, p. 179). In every learning, thematic all component lessons inside it will connect so that could facilitate student for activities involved in the learning process as well as push students to understand every the concept they learn through experience direct and connect it in the experience every day. one eye focused learning student in solve problem in field social is eye lesson knowledge social (social sciences).

Social sciences is a combination of many disciplines and different science, no only sciences of society but also the humanities, mathematics the sciences nature, and even religion. Could conclude that literature study humanities are a synthesis of many eye lesson knowledge different social so that literature study social need designed by integrated to be meaningful and relevant with need society.

Literature study social is also associated with Issue is u social in line with development the social sciences community is part from curriculum demoted school from contents Theory branches knowledge social (Marbayati, 2017)

Based on the meaning of social sciences as explained by Marbayati social sciences terms can be understood as something knowledge that learns various sciences related social with activity life daily good in field economic, social culture as well as various kinds of phenomena that occur. Knowledge Social Knowledge (social sciences) is one of the eye integrated lessons from various discipline knowledge social as well as not only emphasize student to knowledge however education knowledge social (social sciences) more emphasize to Skills students to become a good citizen and how student the solve something problem in their environment. social sciences discusses the connection Between man with the environment. The environment public is where children educate grow and develop as part of society and are faced with various problems in the environmental surroundings (Buchari, 2015). At level education basic, one studied material is location Indonesian geography. According to Robert Kalpan location geographically in a region or country large will Become an influencing determinant various types more events compared to what already once occur before. That thing shows that location and geographic area that will determine the future of a country in weaving connections international.

The first step for helping students to succeed in learning is to know the ability of the student to dominate teaching ability along with the mistakes they made. When an already is known error experienced the participant educates, then will be easy for taking action on the solution. In Social Studies learning in class V SD Rejodadi's competence basic is in Basic Competency 3.1 Identify characteristics of Indonesia's geography as an archipelagic/maritime and agrarian country as well as the effect on life economic, social, cultural, communication as well as transportation Based on problems in social studies learning that have not been optimal and not yet existing utilization source information added in the form of teaching materials that can be used in learning, then researcher set something alternative solving problem with developing learning media IT-based. Learning media IT-based help the student understand Theory as well as help student more interested, active, and challenged in solve something problem by developing psychologically. One of the learning media IT-based is in the form of edpuzzles. Eddpuzzle is a simple IT product that can be used by a user with ease. Edpuzzle possible is the method

classes for making interactive video lessons. This is an e-learning platform that allows users to edit and add questions to any YouTube video. Users can also make their videos alone and then use Edpuzzle to make them interactive [9]. Some study has proven that media edpuzzle is effective used to Upgrade motivation learning (Sundi, VH, Astari, T., Rosiyanti, H., & Ramadhani, A. (2021), improve results study listening to the eyes lesson Indonesian language [10], improve ability think analytics [11], effective Upgrade Skills solving problem students [12].

Through edpuzzel media development thematic, this social sciences load expected students to more easily understand, and do questions exercises delivered by the teacher because served in appearance interesting and fun. Learning with edpuzzel media learning thematic contains student social sciences more easily in completing questions given by the teacher. According to Amaliah (2020:37)[11], edpuzzel is a learning media application video-based that can be used by all educators to make learning attractive maybe, video can be taken through Youtube, Khan Academy and Crash Course Next video is included in the application edpuzzel and educator can give question and check is student watch a given video and how much understand participant educate with Theory given. Media edpuzzel thematic this social sciences load containing about the explanation about characteristics location Indonesia's geography, appearance natural and man-made, conditions geographical the climate of each island in Indonesia, and the diversity of flora and fauna in Indonesia. Reference collected material is customized with ability students, other than it's a learning video media interactive loaded social sciences packed as attractive possible with applications that can make spirit study students in social studies lessons. Making learning videos interactive social sciences loaded made with application edpuzzel that is an application for make question at a time Theory moment learning takes place.

MATERIALS AND METHODS

Type study is study development or *Research and Development* (R&D). According to Sugiyono, (2015:427) [13] method of research and development (R&D) is a method of research used for researching so that produce product new and next test their effectiveness product that R&D method used in research this using 10 steps from Borg and Gall [13] A study was held from September 2021 - to March 2022. The location study is SD Rejodadi Special Region of Yogyakarta, Indonesia. Test subject product is 28 students class V. Data

collection techniques are interviews, observations, questionnaires, tests, and documentation. Instrument data collection used is instrument media expert, instrument expert material, sheet instrument questionnaire response student, questionnaire teacher response, and sheet question test students. The analytical technique used is mean percentage and t-test as shown in Table 1.

Table 1. Data, Data Collection, and Research Data Analysis

Aspect	Data	Data Collection	Data Analysis
Material Expert Assessment	Material Expert Checklist	Questionnaire	$$\bar{x} = \frac{\sum_{i=1}^{n} x_i}{n}$$
Media Expert Rating	Media Expert Checklist		
Teacher's Response	Checklist teacher response		$$Nilai\ Persentase = \frac{Skor\ Perolehan}{Skor\ Maksimal} \times 100\%$$
Response Student	checklist response student		
Validity and Reliability Item Question	Learning Outcomes Student	Test (30 grains question.)	$$r_{12} = \frac{N\sum X_1 X_2 - (\sum X_1)(\sum X_2)}{\sqrt{(N\sum X_1^2 - (\sum X_1)^2)(N\sum X_2^2 - (\sum X_2)^2)}}$$ $$R_{xy} = \frac{N\sum XY - (\sum X)(\sum Y)}{\sqrt{(N\sum X^2 - (\sum X)^2)(N\sum Y^2 - (\sum Y)^2)}}$$
Effectiveness of Teaching Media	Learning Outcomes Student	Test item valid and reliable questions	$$t = \frac{\sum D}{\sqrt{\frac{n\sum D^2 - (\sum D)^2}{n-1}}}$$

Description :

r_{12}	Coefficient the correlation you're looking for	$\sum D$	Amount difference score both tests
N	Amount Subject / Respondent	X1	Result score test first
Y	Amount score Y variable	X2	Test Results second
D	Difference total scores on both tests (X_1, X_2)	R_{xy}	correlation *product-moment*
X	Total Score Variable X		
$\bar{x}$	Average gain score for each aspect of evaluation	n	Amount subject/amount item evaluation of each aspect

Determination criteria decision good or no as well as worthy or whether or not Media Eduuzel in a study this refers to on Table 2 below

Tabel 2. Guidelines Teaching Media Decision Criteria

Interval mean score	Percentage	Criteria
X > 4.2	86%-100%	Very good
3,4 < X 4.2	76%-85%	Well
2.6 < X 3.4	60%-75%	Enough
3,4 < X 4.2	55%-59%	Not enough
X 2,3	54%	Very less

Source: Purwanto (2010) with modification

RESULTS AND DISCUSSION

Stage Development Product

Research and Data Collection

Based on interviews conducted on Tuesday, September 14, 2021, and Tuesday, September 21, 2021, with guardian class V SD Rejodadi Poor Bantul Yogyakarta, Mr. Bayu Permono, S.Pd. obtained information as follows.

a. Ability to understand students on learning thematic different social sciences content so that ability student in understanding something material is classified Becomes three classification.

b. Understanding draft about location geographic still less, as a result still there is students who experience difficulty in identify condition geographical islands big in Indonesia.

c. Concentration and focus student During learning thematic loaded with social sciences which is not under control for focus on learning that has an impact on conditions less class active During learning.

d. Lack of participation students and awareness guardian students in the learning process teach good in accept material, questions practice until question test end of the semester.

e. Not yet use development of teaching media that can be used for add outlook student as well as cause spirit study students for learning more interesting and challenging so that 5 out of 28 students not yet reach KKM for eye social studies lessons.

The problem they should quickly look for the solution for performance study thematic student social sciences content increase. The proposed solution researcher is to develop learning media that use technology because the use of technology has become an inseparable part of the class with ongoing progress. In addition, technology integration has increased significantly whole to public education as face-to-face education, which has been implemented for many years, has evolved into distance education after the pandemic, and online education has become mandatory in many educational institutions [14].

Planning

At stage this researcher To do planning for IT-based media products in the form of Edpuzzle thematic social sciences loading who will develop. Edpuzzle is a simple product that does one thing well but opens up a lot of possibilities for the user. Edpuzzle is probably the easiest way to create interactive video lessons. It is an e-learning platform that allows users to edit and add questions to any YouTube video. Users can also create their videos and then use Edpuzzle to make them interactive [15]. Compilation planning study covers the determination of the goal to be achieved in every stage, design, and step development in research. The result of Step planning that is the researcher gets a picture and designs the product to be developed in research (Figure 2).

Figure 2. Product Design to be Developed (Source image: author's private document)

Development draft product

At a stage, this researcher will design the product beginning of the upcoming Edpuzzel media made following design [16] state that Ed puzzles can be used by teachers to encourage explicit instruction. This application requires active Student involvement, thus, facilitating independent learning. The main advantage is it allows teachers to track student progress and engage them with questions about the content they watch (Figure 3 and 4).

Figure 3. Design (Source image: author's private document)

Figure 4. Plan of Final Product (Source image: author's private document)

Trial Limited

Trial activities limited this done for know power pull student to products that have been generated. Trial limited done student by *offline* 5th on Wednesday, December 29, 2021, in class V SD Rejodadi Bantul, Yogyakarta (Figure 5).

Figure 5. Implementation of Limited Test by 5 Students
(Source image: author's private document)

Product Major Revision

Stage this done after To do an Interview with homeroom for fifth-grade students and students. In the test run limited activities were carried out at SD Rejodadi Poor Bantul Yogyakarta with a total participant 5 children under response from teachers and students no there is a revision in Eduvzal media products, so Eduvzal media thematic social sciences charge can be used for trial field. However, there is an addition from the lecturer mentor that is repair writing on the following media that is necessary repaired (Figure 6)

Figure 6. Media results before fixed (left) and after repair (Source image: author's private document)

Trial Field

Trial field was done *offline* on Tuesday, January 11, 2022, in class V SD Rejodadi Bantul, Yogyakarta to 28 students (Figure 7).

Figure 7 Field Test Implementation (Source image: author's private document)

Revision on trial product field

At stage this after trial usage so could is known lack product-moment used in class. No need held revision in the product because already good and capable awakens interest in study students. Guardian class V also added that the need reproduced Theory with the use edpuzzel because interesting and easy in its application. According to students answered agree.

Execution Test Field

At this stage, this testing is done through questionnaires, interviews, as well as observation and analysis results from several school bases. Besides that edpuzzel media is also very easy applied Edpuzzle videos can be assigned directly to Google Classroom and this makes monitoring easier.

Improvement Field Test Results Produk

Stage this done after trial product and analysis of the data collected. From the analysis of the collected data could see a lack in the product. Based on the analysis, the next product was repaired following the shortage. Besides, that needs holding training and outreach to teachers so that teachers are skilled in the use of educational media.

Final Product

The last step from activity development is making the product end. Product the end already so can be reproduced and can be used by students. And they need good cooperation from various fields.

Product Rating Results

Instrument data collection on research this that is instrument media validation consisting of on sheet media and sheet validation Theory as well as instrument questionnaire response students and questionnaires teacher response.

Table 3. Recapitulation Results Evaluation Learning Media Products Thematic Loaded social sciences Based Edpuzzles and wisdom Local Class V SD Rejodadi

No	Aspect	Results	Criteria
1.	Material Expert Assessment		Very Good
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	a. Total Score	55	
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4.	Response Student		Very Good
	a. Total Score	98	
	b. Average	4.9	
5.	Effectiveness Test Product	Significance Value (2 – tailed = 0.000 < 0.05	Effective
	Average score	Test start = 60 Test end = 75	Increase
	Completeness Student	Early learning = 28% End of learning = 68%	Increase

Source : Author's Research Data Recapitulation, 2022

Before To do testing field, developed teaching media should do validated. A teaching medium is said worthy to use in the learning process if got evaluation or validation by an expert. Experts used in research this is expert materials and media experts. The material expert is a fifth-grade teacher at SD Rejodadi Poor Bantul. Selection of the teacher because competence is owned by class V teacher better than other classroom teachers. Class V teachers more understand the material being taught. Aspect evaluation from expert Theory covers two-aspect with 16 indicators. The second aspect is aspect content and aspects of learning [17]. 16 indicators evaluation expert Theory including (1) suitability with Core Competencies / KI (2) suitability Theory with Basic Competence /KD (3) suitability Theory by Indicator Achievement Competence / GPA (4) suitability Theory in accordance formula objective learning (5) formulation objective learning declared with clear (6) material arranged with writing EYD language with the right (7) the material presented complete (8) the material presented by coherent (9) material served under level understanding students (10) the material presented could interesting attention students (11) the material presented could interesting interest study student (12) concept Theory could understand student (13) material served following Step development student (14) item question per indicator (15) option answer written with right and (16) key answer formulated with a right. In research, the score the ideal maximum is 5 (very good) and the ideal minimum score is 1 (very poor). good). From the assessment expert, the Theory score earned is 73 with an average grade of 4.8 including very good criteria. Evaluation could be seen in Table 2.

Media Edpuzzel thematic social sciences load must also be rated or validated by media experts. The goal is so that the media edpuzzel thematic loaded social sciences made could get input from teaching media experts. In research, the validator of teaching media is lecturer informatics at UPY's Faculty of Science and Technology which is in charge of eye learning media lectures. Assessment/validation results teaching media experts include three aspects that are aspect view, aspect language, and aspect contents. Evaluation aspect appearance includes attractiveness indicators media display and usage type letters [17]. The

evaluation aspect of language covers grammatical correctness, the convenience of understanding sentences used, the language used in character communication, and the simple structure of the sentence. Evaluation contents cover truth content material, suitability with the learning process, and eligibility as an instrument. Evaluation from media experts get score earned is 77 with average grade 4.5 including in very good criteria. Assessment results refer to Table 2.

Evaluation effectiveness use of learning media thematic social sciences -based load edpuzzle and local wisdom theme reviewed from three aspects, namely (1) teacher response, (2) response students, and (3) achievement students. Teacher response data obtained with fill-in questionnaire statement about learning media edpuzzel thematic fully charged social sciences directly what the teacher does for a moment after the teacher conducts the learning process. The aspects that the teacher responds to are aspects of the ability of the student, aspects condition student During learning, and aspects of the attitude of students. Ability student saw from understanding student to learning media steps edpuzzle understanding student to materials in edpuzzle and abilities student in work questions in edpuzzle. The teacher responds to condition learning through observation to interest and enthusiasm students in learning using learning media edpuzzles. The teacher responds to the attitude of students from motivation and activity students in learning use edpuzzles. Evaluation from media experts gets score earned is 55 including in very good criteria. Assessment results refer to Table 2. The teacher like learning video-based like edpuzzle because considered capable of Upgradeability teaching (Wati, E., Mustafa, B., & Setyarini, S. (2021). Edpuzzle is also a preferred lecturer as a strategy to increase management education during the Covid-19 pandemic [18].

Response student obtained moment student To do learning use product study this. Responded aspect includes empathy, namely (1) convenience use product, (2) convenience understand product, (3) presentation products that cause interest student for a try, (4) response to media design includes use color, selection letters, and charm appearance image. Research, this, results in 28 students' responses 5th-grade elementary school is total a total score of 98 with an average score of 4.9 it means student respond very well to learning media thematic social sciences -based load edpuzzles and local wisdom that has been developed, researcher. Response very good students to product research is

also found in research [15]. Students are happy to use edpuzzle in learning mathematics in the new normal period of the Covid 19 pandemic [19].

The effectiveness of product research is also seen in enhancement results study students. At stage implementation product, test beginning performed and produces an average value of 60 with total completed student by 28%. After the test end done, the results obtained are 68% of students completed it and has an average score of 75. That is, there are enhancement results study and percentage completeness student as a consequence of use product research (Figure 8).

Besides through different results tests and complete study students, the effectiveness of learning media Thematic social sciences -based load Edpuzzles and local wisdom can also be seen from the effectiveness test use t-test formula. Before use does the t-test, then pre-requisite test analysis namely the normality test and homogeneity test. A normality test is done to know if the data is normally distributed or not.
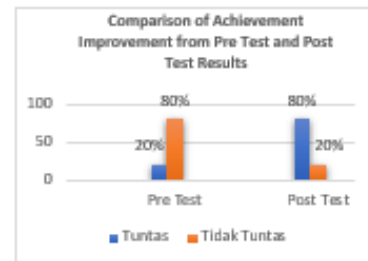

Figure 8. Comparison Enhancement Initial and Final Achievements Results of Using Learning Media Thematic Loaded social sciences Based Edpuzzle and Wisdom Local

Normality test results of 0.267 at the value of *pre-test* and score significance mark *post-test* of 0.586. That is, the data has normally distributed the value of Asymp.-sig (2-tailed) bigger than 0.05. The homogeneity test produces a mark significance of 0.130 which means research data this homogeneous mark Asymp.-sig (2-tailed) bigger than 0.05. After is known that the data are normally distributed and homogeneous the next step is to do a t-test. The result of the t-test calculation shows that the t value is 9,295 with a sig value. (2-tailed) on the two. test party of 0.000. It means sig value. (2-tailed) more small from 0.05 so the hypothesis study this accepted (Table 4).

Table 4. Calculation Results of t-test

Paired Samples Test

		Paired Differences							
					95% Confidence Interval of the Difference				
		mean	Std. Deviation	Std. Error Mean	Lower	Upper	t	df	Sig. (2-tailed)
Pair 1	posttest – pretest	14,286	8,133	1,537	11.132	17,439	9,295	27	.000

During this is the learning media that was developed for learning thematic are mind mapping media [20], interactive media Macromedia Flash 8 [21], comic media [22], snake media ladder [23], media video [24], book media supporters [25], pop up book media [26], media - based application kinemaster[27], powerpoint media [28], macromedia flash based media [29], audio-visual media [30].

learning media thematic social sciences -based load edpuzzles and wisdom local this own packed questions as game riddles so that make student no bored in work matter. Learning media that contains a game of course proven more effective in Upgrade motivation studies compared with image media[31]. Learning media with game need to be taught to the teacher to Upgrade Skills teach because according to Khasanah, U., Sukmawati, F., & Fatimah, M. (2022) [32], learning media training based on the game follows teacher needs and able to Upgrade teacher insight by 92.3% and adds to the teaching skills in use learning media of 85.5%. Varied and interactive learning media in shape the game can also Upgrade activity study students [33].

Problems encountered in research this is lack of concentration student in study. Product study this capable produce response student of 4.9. It means learning media thematic social sciences -based load this local wisdom liked students and students able to focus and concentrate moment use product study this. Study [34] revealed results that Edpuzzle is also capably overcome difficulty student in remembering memory and managing concentration During listen to learning. Naturally, there is a significant relationship Between the duration watch learning videos on Edpuzzle with performance academics [35]. Not only feasible and effective for learning thematic social sciences- loaded, Edpuzzle can also use as a tool technology interactive and collaborative for Upgrade Skills listen to English students as language foreign [36]. Edpuzzle can also integrate with Flipped Classroom as one of the new Education strategies that can give a contribution to education sustainability [37]. Edpuzzle is also

capable of Upgradeability reasoning mathematics in students [38].

CONCLUSION

Learning media thematic social sciences loading based on edpuzzles and local wisdom used proved very good category given by expert materials and media experts. The data shows the average score for validation media experts by 4.8 and the average score for expert Theory by 4.5. Appropriateness product research is also obtained from teacher response and response student to product study this one also has a very good category. The average score of the teacher's response is 4.6 and the average score of the response student of 4.9. Learning media thematic social sciences loading based on edpuzzles and **effective** local wisdom used proved with enhancement test average score Theory *location Indonesia's geography* in class V SD Rejodadi by 15 points and increase percentage completeness student by 60% and the *paired sample t-test* was obtained value of t = 9.295 with value Sig. 2 tailed 0.000 < 0.05.

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