

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MODEL
PROBLEM BASED LEARNING PADA MUATAN MATEMATIKA
MATERI KELILING DAN LUAS BANGUN DATAR
KELAS IV SD NEGERI 9 PADANGSAMBIAN**

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ABSTRAK

Penelitian pengembangan ini dilaksanakan karena kurangnya penggunaan media pembelajaran yang bervariasi dalam proses pembelajaran matematika di sekolah dasar. Hal tersebut mengakibatkan siswa kesulitan untuk memahami materi pembelajaran sehingga berdampak pada rendahnya hasil belajar siswa. Penelitian ini bertujuan untuk mengetahui rancang bangun dan kelayakan multimedia interaktif berbasis model *Problem Based Learning* pada muatan matematika. Penelitian pengembangan ini menggunakan model pengembangan ADDIE dengan tahapan *analyzed, design, development, implementation* dan *evaluation*. Metode pengumpulan data yang digunakan adalah metode angket/kuesioner. Subjek uji coba produk pada penelitian ini meliputi ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan siswa kelas IV di SD Negeri 9 Padangsembian. Teknik analisis data pada penelitian pengembangan ini yaitu teknik analisis deskriptif kualitatif dan teknik analisis deskriptif kuantitatif. Hasil dari penelitian ini adalah (1) rancang bangun multimedia interaktif berbasis model *Problem Based Learning* sesuai dengan model pengembangan ADDIE. Multimedia interaktif dikembangkan dengan menggabungkan beberapa komponen media, yaitu: teks, gambar, suara, video dan dilengkapi tombol dengan navigasi yang *outputnya* berupa aplikasi *android*. (2) hasil uji kelayakan multimedia interaktif berbasis model *Problem Based Learning* menurut ahli isi pembelajaran memperoleh persentase sebesar 94,20%, ahli desain pembelajaran memperoleh persentase 90,90%, ahli media pembelajaran memperoleh persentase sebesar 92,20%, hasil uji coba perorangan memperoleh persentase sebesar 94,20%, dan hasil uji coba kelompok kecil memperoleh persentase sebesar 93,60%. Berdasarkan perolehan hasil persentase menunjukkan bahwa multimedia interaktif berbasis model *Problem Based Learning* berkualifikasi sangat baik sehingga layak digunakan dalam proses pembelajaran matematika di sekolah dasar.

Kata kunci: Multimedia Interaktif, Matematika, *Problem Based Learning*.

ABSTRACT

This development research was carried out due to the lack of use of varied learning media in the mathematics learning process in elementary schools. This causes students to have difficulty understanding the learning material so that it has an impact on student learning outcomes. This study aims to determine the design and feasibility of interactive multimedia based on Problem Based Learning models on mathematical content. This development research uses the ADDIE development model with the stages of analysis, design, development, implementation and evaluation. The data collection method used is a questionnaire/questionnaire method. The product trial subjects in this study included learning content experts, learning design experts, learning media experts and fourth grade students at SD Negeri 9 Padangsembian. Data analysis techniques in this development research are qualitative descriptive analysis techniques and quantitative descriptive analysis techniques. The results of this study are (1) the design of interactive multimedia based on the Problem Based Learning model in accordance with the ADDIE development model. Interactive multimedia is developed by combining several media components, namely: text, images, sound, video and is equipped with buttons with navigation whose output is an android application. (2) the results of the feasibility test of interactive multimedia based on the Problem Based Learning model according to the learning content experts get a percentage of 94.20%, the learning design expert gets a percentage of 90.90%, the learning media expert gets a percentage of 92.20%, the results of individual trials obtained a percentage of 94.20%, and the results of the small group trial obtained a percentage of 93.60%. Based on the percentage results, it shows that interactive multimedia based on the Problem Based Learning model has very good qualifications so that it is suitable for use in the mathematics learning process in elementary schools.

Keywords: Interactive Multimedia, Mathematics, Problem Based Learning.