

**PENGEMBANGAN MEDIA PEMBELAJARAN *POWERPOINT*  
INTERAKTIF BERBASIS KONTEKSTUAL MATERI KARAKTERISTIK  
HEWAN BERDASARKAN TEMPAT HIDUPNYA MUATAN IPA KELAS  
IV SD NO. 3 KEROBOKAN KAJA**

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**ABSTRAK**

Penelitian pengembangan ini bertujuan : (1) untuk mendeskripsikan rancang bangun pengembangan media pembelajaran *powerpoint* interaktif berbasis kontekstual materi karakteristik hewan berdasarkan tempat hidupnya muatan IPA kelas IV SD No. 3 Kerobokan Kaja, (2) untuk mengetahui kelayakan dari pengembangan media pembelajaran *powerpoint* interaktif berbasis kontekstual materi karakteristik hewan berdasarkan tempat hidupnya muatan IPA kelas IV SD No. 3 Kerobokan Kaja. Subjek uji dalam penelitian ini adalah ahli materi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan 12 siswa kelas IV SD No. 3 Kerobokan Kaja. Penelitian ini menggunakan model pengembangan DDD-E (*decide, design, development, evaluation*). Metode pengumpulan data yang digunakan pada penelitian ini yaitu observasi, wawancara dan kuisioner. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian pengembangan ini adalah produk media pembelajaran *powerpoint* interaktif, meliputi hasil: (a) rancang bangun pengembangan media pembelajaran *powerpoint* interaktif berbasis kontekstual yang pengembangannya melalui beberapa tahapan yaitu, tahap menetapkan, tahap desain, tahap pengembangan, dan tahap evaluasi; (b) hasil uji produk meliputi: (1) hasil penilaian ahli materi pembelajaran memperoleh persentase sebesar 87,5%, dengan kualifikasi baik; (2) hasil penilaian ahli desain pembelajaran memperoleh persentase sebesar 92,5% dengan kualifikasi sangat baik; (3) hasil penilaian ahli media pembelajaran memperoleh persentase sebesar 92,5%, dengan kualifikasi sangat baik; dan (4) hasil penilaian siswa melalui uji perorangan memperoleh persentase skor 92,21%, dengan kualifikasi sangat baik. (5) hasil penilaian siswa melalui uji kelompok kecil memperoleh persentase sebesar 91,29% dengan kualifikasi sangat baik. Dengan demikian, dapat disimpulkan bahwa pengembangan media pembelajaran *powerpoint* interaktif berbasis kontekstual materi karakteristik hewan berdasarkan tempat hidupnya muatan IPA kelas IV SD No.3 Kerobokan Kaja layak digunakan pada proses pembelajaran.

Kata-kata kunci: Pengembangan, Powerpoint Interaktif, IPA, Kontekstual

## **ABSTRACT**

*This development research aims: (1) to describe the design of the development of interactive powerpoint learning media based on contextual material on animal characteristics based on where they live. 3 Kerobokan Kaja, (2) to determine the feasibility of developing interactive powerpoint learning media based on contextual material on animal characteristics based on where they live. 3 Kerobokan Kaja. The test subjects in this study were learning material experts, learning design experts, learning media experts and 12 fourth grade students of SD No. 3 Kerobokan Kaja. This study uses the DDD-E development model (decide, design, development, evaluation). Data collection methods used in this study are observation, interviews and questionnaires. The data analysis technique used descriptive quantitative and qualitative descriptive analysis techniques. The results of this development research are interactive powerpoint learning media products, including the results of: (a) the design and construction of contextual-based interactive powerpoint learning media whose development goes through several stages, namely, the setting stage, the design stage, the development stage, and the evaluation stage; (b) the product test results include: (1) the results of the expert assessment of learning materials obtained a percentage of 87.5%, with good qualifications; (2) the results of the assessment of learning design experts obtained a percentage of 92.5% with very good qualifications; (3) the results of the assessment of learning media experts obtained a percentage of 92.5%, with very good qualifications; and (4) the results of student assessment through individual tests obtained a percentage score of 92.21%, with very good qualifications. (5) the results of the student assessment through the small group test obtained a percentage of 91.29% with very good qualifications. Thus, it can be concluded that the development of interactive powerpoint learning media based on contextual material characteristics of animals based on where they live, 4th grade science content at SD No.3 Kerobokan Kaja is appropriate for use in the learning process.*

*Keywords: Development, Interactive Powerpoint, Science, Contextual*