PENGEMBANGAN VIDEO PEMBELAJARAN MATEMATIKA BERBASIS KONTEKSTUAL *LEARNING* PADA MUATAN MATERI BANGUN RUANG TABUNG KELAS VI DI SD NEGERI 2 PEREAN KECAMATAN BATURITI KABUPATEN TABANAN

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun dan mendeskripsikan validitas media video pembelajaran matematika berbasis kontekstual *learning* muatan materi bangun ruang tabung menurut para ahli dan uji coba produk. Penelitian ini merupakan penelitian dan pengembangan *(Research and Development)*. Pengujian dilakukan oleh tiga orang ahli meliputi ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan uji coba produk dengan melibatkan siswa sebagai subjek uji coba produk yang dikembangkan meliputi uji coba perorangan dan uji coba kelompok kecil. Jenis penelitian yang dilakukan adalah penelitian pengembangan dengan model ADDIE *(Analyze, Design, Development, Implementation, Evaluation)* sebagai langkah-langkah sistematis dalam pengembangan produk. Metode pengumpulan data yang digunakan yaitu kuesioner/angket. Analisis data yang digunakan yaitu teknik analisis deskriptif kuantitatif dan deskriptif kualitatif. Media video pembelajaran matematika berbasis kontekstual *learning* pada muatan materi bangun ruang tabung dinyatakan valid dengan: (a) hasil uji rancang bangun mendapatkan hasil bahwa media video pembelajaran berbasis kontekstual *learning* yang dikembangkan sesuai dengan model pengembangan ADDIE, (b) hasil *review* ahli isi pembelajaran memperoleh persentase (91,66%) dengan kualifikasi sangat baik, (c) hasil *review* ahli desain pembelajaran memperoleh persentase (93,75%) dengan kualifikasi sangat baik, (d) hasil *review* ahli media pembelajaran memperoleh persentase (94,23%) dengan kualifikasi sangat baik, (e) hasil uji coba perorangan memperoleh persentase (94,44%) dengan kualifikasi sangat baik dan (f) hasil uji coba kelompok kecil memperoleh persentase (93,97%) dengan kualifikasi sangat baik. Berdasarkan hasil *review* para ahli dan hasil subjek uji coba perorangan dan uji coba kelompok kecil, dapat disimpulkan bahwa media video pembelajaran matematika berbasis kontekstual *learning* adalah layak digunakan dalam pembelajaran muatan matematika materi bangun ruang tabung di kelas VI SD.

Kata-kata kunci: Pengembangan, Video Pembelajaran, Kontekstual *Learning*, Matematika

ABSTRACT

This study aims to describe the design and describe the validity of the video media for learning mathematics based on contextual learning the content of the tube building material according to experts and product trials. This research is a research and development (Research and Development). The test was carried out by three experts including learning content experts, learning design experts, learning media experts and product trials involving students as test subjects for the products developed including individual trials and small group trials. The type of research carried out is development research using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation) as systematic steps in product development. The data collection method used is a questionnaire/questionnaire. The data analysis used is descriptive quantitative and qualitative descriptive analysis techniques. Contextual learning-based mathematics learning video media on the content of the tube shape material is declared valid with: (a) the results of the design test get the results that the contextual learning-based learning video media developed is in accordance with the ADDIE development model, (b) the results of the expert review of learning content obtain percentage (91.66%) with very good qualifications, (c) the results of the learning design expert review obtained a percentage (93.75%) with very good qualifications, (d) the results of the learning media expert review obtained a percentage (94.23%) with very good qualification, (e) individual trial results obtained a percentage (94.44%) with very good qualifications and (f) small group trial results obtained a percentage (93.97%) with very good qualifications. Based on the results of expert reviews and the results of individual test subjects and small group trials, it can be concluded that contextual learning-based mathematics learning video media is appropriate for use in learning the mathematical content of tube building materials in grade VI elementary school.

Keywords: Development, Learning Video, Contextual Learning, Mathematics