

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN
INTERAKTIF BERBASIS *PROBLEM BASED LEARNING*
PADA MUATAN IPA MATERI ALAT GERAK HEWAN
SISWA KELAS V SD NEGERI 4 PENATIH**

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ABSTRAK

Penelitian ini bertujuan untuk (1) Mendeskripsikan rancang bangun multimedia interaktif berbasis *problem based learning* dalam muatan materi gerak hewan mata pelajaran IPA (2) Menguji kelayakan multimedia interaktif berbasis *problem based learning* dalam muatan materi gerak hewan mata pelajaran IPA, menurut para ahli dan uji coba produk. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan dan kelompok kecil yang terdiri dari 9 orang. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE (Analyze, Design, Development, Implementation, Evaluation). Data yang diperoleh berupa data kuantitatif dan kualitatif. Metode pengumpulan data dilakukan dengan observasi, wawancara, pencatatan dokumen, dan kuesioner/angket. Teknik analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian (1) Rancang bangun multimedia interaktif berbasis *problem based learning* dalam muatan materi gerak hewan mata pelajaran IPA menggunakan model pengembangan ADDIE. (2) Multimedia interaktif berbasis *problem based learning* dalam muatan materi gerak hewan mata pelajaran IPA dikatakan valid dengan: (a) review ahli isi mata pelajaran menunjukkan multimedia interaktif baik dengan persentase (85,41%), (b) review ahli desain pembelajaran multimedia interaktif berbasis *problem based learning* termasuk dalam kriteria sangat baik dengan persentase (92%). (c) hasil review ahli media multimedia interaktif berbasis *problem based learning* termasuk dalam kriteria sangat baik dengan persentase (92%), (d) hasil uji perorangan media multimedia interaktif masuk dalam kriteria baik dengan persentase (89,16%) dan (e) hasil uji kelompok kecil masuk dalam kriteria sangat baik (91,1%), sehingga layak digunakan dalam pembelajaran IPA siswa kelas V SD Negeri 4 Penatih.

Kata Kunci: Multimedia Interaktif, berbasis *problem based learning*, IPA

**DEVELOPMENT OF LEARNING MULTIMEDIA
PROBLEM-BASED LEARNING INTERACTIVE
ON SCIENCE CONTENT ANIMAL MOVEMENT MATERIALS STUDENTS
OF CLASS V SD NEGERI 4 PENATIH**

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ABSTRACT

This study aims to (1) describe the design of interactive multimedia based on problem based learning in the content of animal movement in science subjects (2) to test the feasibility of interactive multimedia based on problem based learning in the content of motion in science subjects, according to experts and trials. product. The research subjects are: 1 subject expert, 1 learning design expert, 1 learning media expert, 3 students for individual trials and small groups consisting of 9 people. This research is a development research that uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data obtained in the form of quantitative and qualitative data. The method of data collection was carried out by observation, interviews, document recording, and questionnaires. The data analysis technique used is descriptive qualitative analysis technique, and descriptive quantitative. The results of the research (1) Design of interactive multimedia based on problem based learning in the content of animal motion material in science subjects using the ADDIE development model. (2) Interactive multimedia based on problem based learning in the content of animal motion material in science subjects is said to be valid with: (a) expert review of subject matter content shows that interactive multimedia is good with a percentage (85.41%), (b) expert review of multimedia learning design interactive problem-based learning is included in the very good criteria with a percentage (92%). (c) the results of the expert review of interactive multimedia media based on problem based learning are included in the very good criteria with a percentage (92%), (d) the results of the interactive multimedia media individual test are included in the criteria both with the percentage (89.16%) and (e) the results of the small group test are included in the very good criteria (91.1%), so that it is suitable for use in learning science for fifth grade students of SD Negeri 4 Penatih.

Keywords: Interactive Multimedia, *problem based learning*, science