

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
PROBLEM BASED LEARNING PADA MATA PELAJARAN IPA KELAS IV
SD NEGERI 2 SELUMBUNG KABUPATEN KARANGASEM**

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk (1) mendeskripsikan rancang bangun dari produk media pembelajaran interaktif berbasis *problem based learning* pada mata pelajaran IPA Kelas IV (2) Menguji kelayakan media pembelajaran interaktif berbasis *problem based learning* pada mata pelajaran IPA menurut hasil *review* para ahli, uji perorangan dan uji kelompok kecil. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan dan 6 orang siswa untuk uji coba kelompok kecil. Model penelitian pengembangan yang digunakan sebagai acuan dalam penelitian ini adalah ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). Adapun teknik analisis data yang digunakan pada penelitian ini adalah analisis kuantitatif dan kualitatif. Hasil Penelitian (1) Rancang bangun media pembelajaran interaktif berbasis *problem based learning* pada mata pelajaran IPA dikemas dalam bentuk aplikasi yang memuat teks, audio, gambar, video pembelajaran. (2) Hasil uji kelayakan diperoleh sebagai berikut (a) hasil penilaian dari ahli isi materi pelajaran memperoleh hasil persentase 93,75% dengan kategori sangat baik, (b) hasil penilaian dari ahli desain pembelajaran memperoleh hasil persentase 92,5% dengan kategori sangat baik, (c) hasil penilaian dari ahli media pembelajaran memperoleh hasil persentase 90% dengan kategori sangat baik, (d) hasil penilaian produk dari uji perorangan memperoleh hasil persentase 90% dengan kategori sangat baik, (e) hasil penilaian dari uji kelompok kecil memperoleh persentase 96,66 % dengan kategori sangat baik. Sehingga dapat disimpulkan bahwa Media Pembelajaran Interaktif berbasis *Problem based learning* pada Mata Pelajaran IPA layak digunakan pada proses pembelajaran.

Kata kunci : Media Pembelajaran Interaktif, *Problem Based Learning*, IPA, ADDIE

**DEVELOPMENT OF PROBLEM BASED LEARNING INTERACTIVE
LEARNING MEDIA IN SCIENCE CLASS IV SD NEGERI 2 SELUMBUNG,
KARANGASEM REGENCY**

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ABSTRACT

This development research aims to (1) describe the design of interactive learning media products based on problem based learning in science class IV subjects (2) test the feasibility of interactive learning media based on problem based learning in science subjects according to the results reviews , individual tests and small group test. The research subjects are: 1 subject expert, 1 learning design expert, 1 learning media expert, 3 students for individual trials and 6 students for small group trials. The development research model used as a reference in this research is ADDIE (Analyze, Design, Development, Implementation, and Evaluation). The data analysis technique used in this research is quantitative and qualitative analysis. Research Results (1) Design of interactive learning media based on problem based learning in science subjects is packaged in the form of applications that contain text, audio, images, learning videos. (2) The results of the feasibility test were obtained as follows (a) the results of the assessment from the subject matter content experts obtained a percentage of 93.75% in the very good category, (b) the results of the assessment from the learning design experts obtained the percentage results of 92.5% in the very category good, (c) the results of the assessment of the learning media experts obtained a percentage result of 90% with a very good category, (d) the results of the product assessment from the individual test obtained a percentage result of 90% with a very good category, (e) the results of the assessment of the small group test obtained percentage 96.66% with very good category.-based Interactive Learning Media Problem in Science Subjects is appropriate for use in the learning process.

Keywords: Interactive Learning Media, Problem Based Learning, Science, ADDIE