

# **PENGEMBANGAN *E-BOOK* BERBASIS *PROBLEM BASED LEARNING* MATERI BANGUN RUANG MUATAN MATEMATIKA KELAS VI SEKOLAH DASAR TAHUN 2021/2022**

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## **ABSTRAK**

Penelitian ini bertujuan (1) untuk mengembangkan rancang bangun *e-book* berbasis *problem based learning* materi bangun ruang muatan matematika kelas VI sekolah dasar, (2) untuk mengetahui kelayakan *e-book* berbasis *problem based learning* materi bangun ruang muatan matematika kelas VI sekolah dasar, dan (3) untuk mengetahui efektivitas *e-book* berbasis *problem based learning* materi bangun ruang muatan matematika kelas VI sekolah dasar terhadap motivasi siswa. Penelitian ini menggunakan model ADDIE. Data penelitian dikumpulkan dengan menggunakan metode wawancara, observasi, angket/kuisisioner, dan tes yang dianalisis secara deskriptif kuantitatif, deskriptif kualitatif, statistik deskriptif serta statistik inferensial. Hasil penelitian ini berupa (1) Rancang bangun berupa *e-book* berbasis *problem based learning* materi bangun ruang muatan matematika kelas VI sekolah dasar yang perancangannya melalui beberapa tahapan yaitu tahap analisis, desain, pengembangan, implementasi, evaluasi. (2) *E-Book* berbasis *problem based learning* ini dinyatakan layak berdasarkan hasil uji ahli isi pembelajaran sebesar 93,75 %, uji ahli media pembelajaran sebesar 92,31 %, uji ahli desain pembelajaran sebesar 98,21 %, uji coba perorangan oleh siswa sebesar 98,3 %, uji coba kelompok kecil sebesar 99,4 %, dan uji coba lapangan sebesar 97,5 % yang keseluruhan persentase skornya dengan kriteria sangat baik. (3) hasil analisis efektivitas *e-book* berbasis *problem based learning* terhadap hasil belajar matematika materi bangun ruang siswa kelas VI Sekolah Dasar memperoleh hasil 7,802, artinya produk signifikan terhadap motivasi siswa kelas VI Sekolah Dasar setelah belajar menggunakan *e-book* berbasis *problem based learning*

**Kata Kunci :** *E-Book, Problem Based Learning, Bangun Ruang*

## ABSTRACT

*This study aims (1) to develop a problem-based learning e-book design for material to build a class VI elementary school mathematics content room, (2) to determine the feasibility of problem-based learning material to build a class VI elementary school mathematics content room, and (3) to determine the effectiveness of problem-based learning e-books on building a class VI elementary school mathematics content room on student motivation. This study used the ADDIE model. The research data were collected using interview methods, observations, questionnaires/ questionnaires, and tests that were analyzed descriptively quantitatively, descriptively qualitatively, descriptive statistics and inferential statistics. The results of this study are in the form of (1) Design and build in the form of a problem-based learning e-book material to build a mathematics content room for grade VI elementary school whose design goes through several stages, namely the stages of analysis, design, development, implementation, evaluation. (2) This problem-based learning-based E-Book was declared feasible based on the results of the learning content expert test of 93.75%, the learning media expert test of 92.31%, the learning design expert test of 98.21%, the individual trial by students of 98.3%, the small group trial of 99.4%, and the field trial of 97.5%, the overall percentage of the score with very good criteria. (3) the results of the analysis of the effectiveness of problem-based learning e-books on the results of learning mathematics material for building classrooms for grade VI elementary school students produced results of 7,802, meaning that it is a significant product to the motivation of grade VI elementary school students after learning to use problem-based learning-based e-books*

*Keywords: Books, Problem Based Learning, Build Space*

