

**PENGEMBANGAN MEDIA PEMBELAJARAN
INTERAKTIF *SMART APPS CREATOR* BERBASIS
PROBLEM BASED LEARNING DALAM IPA MATERI
ORGAN GERAK HEWAN DAN MANUSIA KELAS V
DI SD NEGERI 1 SINGAPADU KALER
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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun dan kelayakan dari media pembelajaran *Smart Apps Creator* berbasis *Problem Based Learning* pada siswa kelas V SD Negeri 1 Singapadu Kaler. Penelitian pengembangan ini menggunakan model *ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian ini menggunakan metode observasi, wawancara dan kuisioner, kemudian pada analisis data menggunakan metode deskriptif kuantitatif dan kualitatif. Hasil dari penelitian menyatakan bahwa rancang bangun media pembelajaran *smart apps creator* berbasis *problem based learning* pada tahap awal dilakukan dengan menganalisis karakteristik siswa dan diperoleh hasil akhir dari setiap uji validitas yaitu pada ahli isi mata pelajaran muatan IPA diperoleh pencapaian persentase 83,33% dengan kualifikasi baik. Pada ahli desain pembelajaran memperoleh hasil pencapaian persentase 90% dengan kualifikasi sangat baik. Pada media pembelajaran memperoleh hasil pencapaian persentase 97,22% dengan kualifikasi sangat baik. Pada uji coba perorangan secara keseluruhan dicapai sebesar 95,45% dengan kualifikasi sangat baik. Pada uji coba kelompok kecil secara keseluruhan dicapai sebesar 95,70% dengan kualifikasi sangat baik. Berdasarkan hasil penilaian dari para ahli dan hasil penilaian dari uji coba perorangan serta uji kelompok coba kecil, maka dapat disimpulkan bahwa produk pengembangan media pembelajaran *smart apps creator* berbasis *problem based learning* pada muatan IPA materi organ gerak hewan dan manusia “Layak” untuk digunakan sebagai media pembelajaran.

Kata kunci : *Smart Apps Creator, Problem Based Learning, IPA*

ABSTRACT

This study aims to describe the design and feasibility of the Smart Apps Creator learning media based on Problem Based Learning in fifth grade students of SD Negeri 1 Singapadu Kaler. This development research uses the ADDIE (Analysis, Design, Development, Implementation, Evaluation) model. This study used the methods of observation, interviews and questionnaires, then the data analysis used quantitative and qualitative descriptive methods. The results of the study stated that the design of smart apps creator learning media based on problem based learning in the early stages was carried out by analyzing the characteristics of students and the final results of each validity test were obtained, namely the content expert for science content subjects, the percentage achievement was 83.33% with good qualifications. . In the learning design experts, the results of the achievement of the percentage of 90% with very good qualifications. In the learning media, the percentage of achievement results is 97.22% with very good qualifications. The overall individual trial was achieved at 95.45% with very good qualifications. In the small group trial, the overall achievement was 95.70% with very good qualifications. Based on the results of assessments from experts and the results of assessments from individual trials and small group trials, it can be concluded that the product of developing smart apps creator learning media based on problem based learning on the science content of animal and human movement organs is "appropriate" to be used as a medium. learning.

Keywords: Smart Apps Creator, Problem Based Learning, Science

