

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN
BERBASIS *DISCOVERY LEARNING* MUATAN IPS
MATERI JENIS-JENIS USAHA DAN KEGIATAN
EKONOMI SISWA KELAS V SD NEGERI 22
DAUH PURI DENPASAR**

**Oleh
Ni Putu Diah Pradnyanita Setiadi, NIM 1911031076
Jurusan Pendidikan Dasar**

ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengetahui rancang bangun, kualitas isi, desain, media, uji perorangan, dan uji kelompok kecil serta efektivitas media video pembelajaran berbasis *discovery learning* muatan IPS materi jenis-jenis usaha dan kegiatan ekonomi siswa kelas V SD Negeri 22 Dauh Puri Denpasar. Subjek uji coba penelitian ini yakni ahli materi/isi, ahli desain, dan ahli media pembelajaran serta 28 orang siswa kelas 5 SD Negeri 22 Dauh Puri Denpasar. Penelitian pengembangan ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji t. Hasil penelitian pengembangan ini menyimpulkan bahwa: (1) kualitas hasil uji rancang bangun diperoleh skor 90,90% dengan kualifikasi sangat baik, (2) hasil uji ahli dan uji pengguna diperoleh sebagai berikut. (a) hasil uji ahli isi media diperoleh skor 91,60% dengan kualifikasi sangat baik, (b) hasil uji ahli desain pembelajaran diperoleh skor 90,00% dengan kualifikasi sangat baik, (c) hasil uji ahli media pembelajaran diperoleh skor 90,00% dengan kualifikasi sangat baik, (d) hasil uji coba perseorangan diperoleh skor 90,26% dengan kualifikasi sangat baik, dan (e) hasil uji coba kelompok kecil diperoleh skor 91,64% dengan kualifikasi sangat baik; (3) hasil uji efektivitas produk diperoleh dari uji statistik uji-t yakni $t_{hitung} = 8,25$ untuk $db = 27$ dan taraf signifikansi 5% sehingga $t_{tabel} = 1,70$. Maka $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media video pembelajaran berbasis *discovery learning*. Dengan demikian dapat disimpulkan bahwa produk media video pembelajaran berbasis *discovery learning* efektif digunakan dalam proses pembelajaran materi jenis-jenis usaha dan kegiatan ekonomi pada muatan IPS kelas V SD Negeri 22 Dauh Puri Denpasar.

Kata-kata kunci: video pembelajaran, *discovery learning*, IPS

ABSTRACT

This development research aims to determine the design, quality of content, design, media, individual tests, and small group tests as well as the effectiveness of discovery learning-based learning media video social studies content on types of business and economic activities for fifth grade students of SD Negeri 22 Dauh Puri Denpasar . The subjects for this research trial were material/content experts, design experts, and learning media experts as well as 28 grade 5 students at SD Negeri 22 Dauh Puri Denpasar. This development research used the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Data collection methods used are questionnaires and tests. Data analysis techniques using quantitative descriptive analysis techniques and inferential statistical analysis t test. The results of this development research concluded that: (1) the quality of the design test results obtained a score of 90.90% with very good qualifications, (2) the results of expert tests and user tests were obtained as follows. (a) the results of the media content expert test obtained a score of 91.60% with very good qualifications, (b) the results of the instructional design expert test obtained a score of 90.00% with very good qualifications, (c) the results of the instructional media expert test obtained a score of 90, 00% with very good qualifications, (d) the results of the individual trials obtained a score of 90.26% with very good qualifications, and (e) the results of the small group trial obtained a score of 91.64% with very good qualifications; (3) the product effectiveness test results were obtained from the t-test statistical test, namely $t\text{-count} = 8.25$ for $db = 27$ and a significance level of 5% so that $t\text{-table} = 1.70$. Then $t\text{count} > t\text{table}$, so that H_0 is rejected and H_1 is accepted, which means that there is a significant difference before and after using discovery learning-based video media. Thus it can be concluded that video learning media products based on discovery learning are effectively used in the material learning process for types of businesses and economic activities on social studies content for class V SD Negeri 22 Dauh Puri Denpasar.

Key words: learning videos, discovery learning, social studies