

**PENGEMBANGAN *E-BOOK* BERBASIS *PROBLEM BASED LEARNING*
PADA MUATAN PELAJARAN IPS MATERI KENAMPAKAN ALAM
DAN BUATAN KELAS V SD NO. 1 MENGWI**

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ABSTRAK

Penelitian ini dilaksanakan karena kurangnya variasi media pembelajaran di Sekolah Dasar. Penelitian bertujuan untuk mengembangkan media pembelajaran *E-Book* berbasis *Problem Based Learning* yang efektif digunakan khususnya muatan pelajaran IPS materi Kenampakan Alam dan Buatan kelas V SD. (1) Berdasarkan rancang bangun, penelitian ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data menggunakan kuesioner, tes dan teknik analisis data digunakan analisis deskriptif kuantitatif dan statistik inferensial. Hasil penelitian ini adalah produk *E-Book* berbasis *Problem Based Learning* dengan kualitas produk sangat baik dan baik serta efektif digunakan dalam proses pembelajaran. (2) Berdasarkan hasil penilaian menurut ahli isi/materi pelajaran memperoleh skor 91,67% dengan kualifikasi sangat baik, ahli desain instruksional memperoleh skor 88,60% dengan kualifikasi baik, ahli media pembelajaran memperoleh skor 90% dengan kualifikasi sangat baik, uji coba perorangan pada 3 siswa memperoleh skor 97,50% dengan kualifikasi sangat baik, dan uji kelompok kecil pada 9 orang siswa memperoleh skor 92,20% dengan kualifikasi sangat baik sehingga produk yang dikembangkan dengan kualitas sangat baik dan baik. (3) Berdasarkan uji efektivitas menggunakan 28 siswa memperoleh $t_{hitung} = -8,91$ untuk $db = 27$ dan taraf signifikan 5% = 2,05. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima yang artinya terdapat perbedaan yang signifikan (5%) sebelum dan sesudah menggunakan media pembelajaran. Dengan demikian disimpulkan bahwa media pembelajaran *E-Book* berbasis *Problem Based Learning* efektif digunakan pada muatan pelajaran IPS kelas V SD. Implikasi *E-Book* ditunjang dari sarana dan prasarana di sekolah seperti internet/*WiFi*, *SmartPhone*/*Laptop*, LCD/proyektor, serta keterampilan guru dan siswa dalam mengakses *E-Book*.

Kata kunci: Pengembangan, Media Pembelajaran, *E-Book*

ABSTRACT

This research was carried out due to the lack of variety of learning media in elementary schools. The research aims to develop a Problem-Based Learning-based E-Book learning media that is effectively used, especially the content of social studies lessons for Natural and Artificial Appearance in class V elementary school. (1) Based on the design, this research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. Data collection methods using questionnaires, tests and data analysis techniques are used quantitative descriptive analysis and inferential statistics. The result of this research is a Problem Based Learning-based E-Book product with excellent and good product quality and effectively used in the learning process. (2) Based on the results of the assessment according to the content / subject matter expert obtained a score of 91.67% with excellent qualifications, the instructional design expert obtained a score of 88.60% with good qualifications, the learning media expert obtained a score of 90% with excellent qualifications, individual trials on 3 students obtained a score of 97.50% with excellent qualifications, and small group tests on 9 students obtained a score of 92.20% with excellent qualifications so that the products developed with excellent and good quality. (3) Based on the effectiveness test using 28 students obtained a $t_{count} = -8.91$ for $db = 27$ and a significant level of $5\% = 2.05$. This means $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted which means there is a significant difference (5%) before and after using learning media. Thus, it is concluded that problem-based learning-based E-Book learning media is effectively used in the content of social studies lessons for class V elementary schools. The implications of E-Book are supported by facilities and infrastructure in schools such as internet / WiFi, SmartPhone / Laptop, LCD / projector, as well as the skills of teachers and students in accessing E-Book.

Keywords: Development, Learning Media, E-Book