

**PENGEMBANGAN E-BOOK INTERAKTIF BERBASIS *PROBLEM
BASED LEARNING* MATERI SEJARAH KERAJAAN DI NUSANTARA
PADA MATA PELAJARAN IPAS KELAS IV SD NEGERI 4 GIANYAR
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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan E-Book interaktif berbasis *Problem Based Learning* materi sejarah kerajaan di Nusantara pada mata pelajaran IPAS kelas IV Sekolah Dasar yang teruji rancang bangun, kelayakan dan efektivitasnya. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Data penelitian dikumpulkan menggunakan kuesioner dan tes. Data penelitian selanjutnya dianalisis secara deskriptif kualitatif, kuantitatif, statistik deskriptif dan statistik inferensial. Penelitian ini menggunakan subjek 30 siswa kelas IV SD Negeri 4 Gianyar. Hasil dari penelitian ini menunjukkan bahwa (1) Hasil rancang bangun pengembangan E-Book interaktif ini meliputi lima tahap yaitu: analisis, desain, pengembangan, implementasi dan evaluasi, memperoleh hasil *review* ahli rancang bangun dengan kualifikasi sangat baik (90%). (2) Hasil uji kelayakan menunjukkan bahwa E-Book interaktif layak berdasarkan: (a) hasil *review* ahli isi pembelajaran dengan kualifikasi sangat baik (91,1%), (b) hasil *review* ahli desain pembelajaran dengan kualifikasi sangat baik (93,18%), (c) hasil *review* ahli media pembelajaran dengan kualifikasi sangat baik (92,39%), dan (d) hasil uji perorangan dari siswa dengan kualifikasi sangat baik (96,93%), (e) hasil uji kelompok kecil dari siswa dengan kualifikasi sangat baik (95,71%), (f) hasil uji lapangan dari siswa dengan kualifikasi sangat baik (95,76%). (3) uji efektivitas dengan uji-t memperoleh t_{hitung} sebesar 7,213 untuk $dk = 29$ dan taraf signifikan 5% $t_{tabel} = 1,69913$ sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa pengembangan E-Book interaktif berbasis *Problem Based Learning* materi sejarah kerajaan di Nusantara pada mata pelajaran IPAS kelas IV Sekolah Dasar sangat layak dan efektif diterapkan dalam proses pembelajaran.

Kata kunci: Pengembangan, E-Book, Interaktif, Model *Problem Based Learning*

ABSTRACT

This study aims to develop an interactive E-Book based Problem Based Learning material on the history of kingdoms in the Archipelago in the Science class IV Elementary School subjects whose design, feasibility and effectiveness have been tested. This research is a development research that refers to the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). Research data were collected using questionnaires and tests. Further research data were analyzed descriptively qualitative, quantitative, descriptive statistics and inferential statistics. This research using the subject of 30 grade IV SD Negeri 4 Gianyar. The results of this study indicate that (1) The results of the design and development of this interactive E-Book include five stages, namely: analysis, design, development, implementation and evaluation, obtain resultsreview engineering expert with very good qualifications (90%). (2) Result of due diligence shows that the interactive E-Book is feasible based on: (a) resultsreview content member learning with very good qualifications (91.1%), (b) resultsreview design expert learning with very good qualifications (93.18%), (c) resultsreview members of the media learning with very good qualifications (92.39%), and (d) individual test results from students with very good qualifications (96.93%), (e) small group test results from students with very good qualifications (95.71%), (f) field test results of students with very good qualifications (95.76%). (3) the effectiveness test by obtaining t-test tcountof 7.213 for dk = 29 and a significant level of 5% ttable=1.69913 until H₀ rejected and H₁ accepted. Thus, it can be concluded that development Based interactive e-bookProblem Based Learning The material for the history of kingdoms in the archipelago in the Science class IV Elementary School subject is very feasible and effective in the learning process.

Keywords: *Development, E-Book, Interactive, Problem Based Learning Models*