

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERORIENTASI
PROFIL PELAJAR PANCASILA MATERI INTERAKSI MANUSIA
DENGAN LINGKUNGAN PADA MUATAN IPS KELAS V
SD NEGERI 1 MELILING**

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendeskripsikan rancang bangun pengembangan multimedia interaktif berorientasi Profil Pelajar Pancasila materi interaksi manusia dengan lingkungan pada muatan IPS kelas V SD Negeri 1 Meliling, (2) untuk mengetahui kelayakan pengembangan multimedia interaktif berorientasi Profil Pelajar Pancasila materi interaksi manusia dengan lingkungan pada muatan IPS kelas V SD Negeri 1 Meliling, dan (3) untuk mengetahui efektivitas pengembangan multimedia interaktif berorientasi Profil Pelajar Pancasila materi interaksi manusia dengan lingkungan pada muatan IPS kelas V SD Negeri 1 Meliling. Penelitian ini menggunakan model pengembangan ADDIE. Pengumpulan data penelitian ini menggunakan metode tes berupa tes hasil belajar dan metode nontes berupa angket dan wawancara tak berstruktur. Hasil penelitian pengembangan ini berupa (1) Rancang bangun multimedia interaktif meliputi beberapa tahap yaitu (a) analisis (*analyze*), (b) perancangan (*design*), (c) pengembangan (*development*), (d) implementasi (*implementation*), dan (e) evaluasi (*evaluation*) dengan hasil penilaian rancang bangun sebesar 90,91% yang dikualifikasikan sangat baik. (2) Multimedia interaktif ini dinyatakan layak berdasarkan hasil penilaian uji ahli isi pembelajaran sebesar 90,63%, uji ahli desain pembelajaran sebesar 90%, uji ahli media pembelajaran sebesar 90,91%, uji coba perorangan sebesar 94,05%, uji coba kelompok kecil sebesar 93,06%, dan uji coba lapangan sebesar 92,58% yang keseluruhan persentase skornya dikualifikasikan sangat baik. (3) Berdasarkan uji t diperoleh nilai $t_{hitung} = 8,487$ sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = n - 1 = 19 - 1 = 18$ diperoleh $t_{tabel} = 2,100$. Hal ini menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa terdapat perbedaan yang signifikan hasil belajar antara sebelum dan sesudah menggunakan multimedia interaktif. Hal ini berarti pengembangan multimedia interaktif berorientasi Profil Pelajar Pancasila materi interaksi manusia dengan lingkungan pada muatan IPS efektif diterapkan pada siswa kelas V SD Negeri 1 Meliling.

Kata kunci: pengembangan, multimedia interaktif, Profil Pelajar Pancasila.

ABSTRACT

This study aims (1) to describe the design and development of interactive multimedia oriented to Pancasila Student Profiles on human-environment interaction material for class V IPS content at SD Negeri 1 Meliling, (2) to determine the feasibility of developing interactive multimedia oriented on Pancasila Student Profiles on human-environment interaction material. on IPS content for class V SD Negeri 1 Meliling, and (3) to determine the effectiveness of developing interactive multimedia oriented Pancasila Student Profiles on human-environment interaction on IPS content for class V SD Negeri 1 Meliling. This study uses the ADDIE development model. The data collection for this study used a test method in the form of a learning achievement test and a non-test method in the form of a questionnaire and unstructured interviews. The results of this development research are (1) Interactive multimedia design includes several stages, namely (a) analysis, (b) design, (c) development, (d) implementation, and (e) evaluation (evaluation) with the results of the design assessment of 90.91% which is very well qualified. (2) This interactive multimedia was declared feasible based on the results of the assessment of the learning content expert test of 90.63%, the learning design expert test of 90%, the learning media expert test of 90.91%, the individual trial of 94.05%, the trial the small group was 93.06%, and field trials were 92.58%, the overall percentage of which was very well qualified. (3) Based on the t test, the value of $t_{count} = 8.487$ is obtained, while the value of t_{table} at a significance level of 5% and $dk = n - 1 = 19 - 1 = 18$ is obtained $t_{table} = 2.100$. This shows $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted. So it can be concluded that there is a significant difference in learning outcomes between before and after using interactive multimedia. This means that the development of interactive multimedia oriented to the Pancasila Student Profile on human interaction with the environment on social studies content is effectively applied to fifth grade students at SD Negeri 1 Meliling.

Keywords: development, interactive multimedia, Pancasila Student Profile.