

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
GAMES-QUIZ MATERI TUMBUHAN PADA MUATAN IPAS FASE B
KURIKULUM MERDEKA UNTUK KELAS IV SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan mengembangkan rancangan bangun media, menguji validitas, kepraktisan, serta efektivitas media pembelajaran interaktif berbasis *games-quiz* materi tumbuhan pada muatan IPAS FASE B kurikulum merdeka untuk kelas IV SD. Penelitian pengembangan ini menggunakan model ADDIE. Model ADDIE terdiri dari beberapa tahap, yaitu: (1) analisis, (2) desain, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Pengumpulan data penelitian dilakukan menggunakan metode observasi, wawancara, kuesioner, dan tes. Penelitian ini menggunakan subjek 31 siswa kelas IV di SD Negeri 1 Temesi. Hasil penelitian pengembangan media pembelajaran interaktif berbasis *games-quiz* yang dikembangkan adalah layak dan efektif diterapkan dalam proses pembelajaran melalui hasil penilaian para ahli. Hasil uji kelayakan ahli media adalah 95%; ahli materi sebesar 94,64%; ahli desain pembelajaran sebesar 94,23%; uji coba perorangan sebesar 92,23%; uji kelompok kecil 92,02%; uji respon siswa adalah sebesar 85,54%; observasi keterlaksanaan kegiatan pembelajaran adalah sebesar 94,44%. Hasil uji efektivitas dengan *uji-t* memperoleh hasil $t_{hitung} = 21,34$ dan nilai $t_{tabel} = 1,67$. Untuk $dk = 60$ dengan taraf signifikansi 5%. Pengambilan keputusan H_0 ditolak, H_1 diterima. Jadi, dapat disimpulkan bahwa pengembangan media pembelajaran interaktif berbasis *games-quiz* layak dan efektif untuk bisa diterapkan pada materi tumbuhan muatan IPAS Fase B kurikulum merdeka untuk kelas IV SD Negeri 1 Temesi.

Kata Kunci : media interaktif, *games-quiz*, kurikulum merdeka

***THE DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
GAMES-QUIZ PLANT MATERIAL IN THE INDEPENDENT
CURRICULUM PHASE B IPAS CONTENT FOR GRADE IV ELEMENTARY
SCHOOL***

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ABSTRACT

This study aims to develop a media design, test the validity, practicality, and effectiveness of interactive learning media based on games-quiz plant material on the content of IPAS PHASE B of the independent curriculum for grade IV SD. This development research uses the ADDIE model. The ADDIE model consists of several stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. Data collection was conducted using observation, interview, questionnaire, and test methods. This study used the subjects of 31 fourth grade students at SD Negeri 1 Temesi. The results of the research on the development of interactive learning media based on games-quiz developed are feasible and effective in the learning process through the results of the experts' assessment. The results of the feasibility test of media experts were 95%; material experts were 94.64%; learning design experts were 94.23%; individual trial was 92.23%; small group test was 92.02%; student response test was 85.54%; observation of the implementation of learning activities was 94.44%. The results of the effectiveness test with the t-test obtained the results of $t_{hitung} = 21.34$ and the value of $t_{(table)} = 1.67$. For $dk = 60$ with a significance level of 5%. Decision making H_0 is rejected, H_1 is accepted. So, it can be concluded that the development of interactive learning media based on games-quiz is feasible and effective to be applied to the plant material of the independent curriculum Phase B IPAS content for grade IV SD Negeri 1 Temesi.

Keywords: *interactive media, games-quiz, independent curriculum*