

**PENGEMBANGAN MEDIA PEMBELAJARAN AUDIO
VISUAL DENGAN APLIKASI *POWTOON* BERBASIS
PROBLEM BASED LEARNING PADA TOPIK SIKLUS AIR
KELAS V SD**

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ABSTRAK

Tujuan penelitian ini adalah menghasilkan media audio visual dengan aplikasi *Powtoon* berbasis *Problem Based Learning* pada topik siklus air kelas V SD untuk meningkatkan minat dan hasil belajar siswa. Adapun model pengembangan yang digunakan pada penelitian ini yaitu model ADDIE yang terdiri dari tahap analisis (*analysis*), perencanaan (*design*), pengembangan (*development*), implementasi (*implementation*), evaluasi (*evaluation*). Metode dan instrument pengumpulan data yang digunakan dalam penelitian ini, yaitu kuesioner, Rating Scale dan tes. Subjek pengembangan pada penelitian ini adalah produk yang berupa media pembelajaran audio visual dengan aplikasi *powtoon* berbasis *Problem Based Learning* pada topik siklus air sedangkan untuk objek pengembangannya adalah validitas isi, kepraktisan dan efektivitas produk. Subjek uji coba pada penelitian ini yaitu 11 orang siswa kelas V SD. Desain penelitian ini menggunakan pre test dan post test. Uji validitas isi produk menggunakan rumus Gregory. Media audio visual dengan aplikasi *Powtoon* berbasis *Problem Based Learning* pada topik siklus air kelas V SD memperoleh tingkat validitas sebesar 3,73. Hasil uji kepraktisan media audio visual dengan aplikasi *Powtoon* berbasis *Problem Based Learning* oleh guru mendapatkan hasil persentase 100% sehingga media tersebut masuk kategori sangat praktis. Kepraktisan oleh siswa mendapatkan hasil kepraktisan 95% dari 11 orang siswa sehingga masuk kategori sangat baik. Hasil uji efektivitas media audio visual dengan aplikasi *Powtoon* berbasis *Problem Based Learning* menunjukkan hasil $0,030 < 0,05$ artinya terdapat perbedaan yang signifikan media pembelajaran audio visual dengan aplikasi *powtoon* berbasis *Problem Based Learning* pada topik siklus air siswa kelas PV sekolah dasar terhadap hasil belajar. Jadi media pembelajaran yang digunakan efektif terhadap hasil belajar siswa. Berdasarkan hal tersebut, dapat disimpulkan bahwa media audio visual dengan aplikasi *Powtoon* berbasis *Problem Based Learning* pada topik siklus air kelas V SD dinyatakan layak untuk dikembangkan.

Kata Kunci: Audio visual, problem based learning, siklus air

ABSTRACT

The purpose of this study was to produce audio-visual media with the Powtoon application based on Problem Based Learning on the topic of the water cycle for class V SD to increase student interest and learning outcomes. The development model used in this study is the ADDIE model which consists of analysis, design, development, implementation, and evaluation stages. Data collection methods and instruments used in this study, namely questionnaires, rating scales and tests. The subject of development in this study is a product in the form of audio-visual learning media with a problem-based learning-based powtoon application on the topic of the water cycle while the object of development is content validity, practicality and product effectiveness. The test subjects in this study were 11 fifth grade elementary school students. The research design uses a pre test and post test. Test product content validity using the Gregory formula. Audio visual media with the Powtoon application based on Problem Based Learning on the topic of the water cycle for class V SD obtained a validity level of 3.73. the results of the practicality test of audio-visual media with the Powtoon application based on Problem Based Learning by the teacher get a 100% percentage so that the media is in the very practical category. Practicability by students gets practicality results of 95% of 11 students so that it is in the very good category. The results of testing the effectiveness of audio-visual media with the Powtoon application based on Problem Based Learning showed a result of $0.030 < 0.05$, meaning that there was a significant difference between the audio-visual learning media and the Powtoon application based on Problem Based Learning on the topic of the water cycle of elementary school PV class students on learning outcomes. So the learning media used is effective on student learning outcomes. based on this, it can be concluded that audio-visual media with the Powtoon application based on Problem Based Learning on the topic of the water cycle for class V SD is declared feasible to be developed.

Keywords: Audio visual, problem based learning, water cycle

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