

**PENGEMBANGAN MEDIA PEMBELAJARAN
DIGITAL BOOK BERBASIS ACTIVE LEARNING
MUATAN IPS MATERI LINGKUNGAN SAHABAT KITA
UNTUK SISWA KELAS V SDN 5 KEMENUH
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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan *Digital Book* berbasis *Active Learning* materi lingkungan sahabat kita pada mata pelajaran IPS kelas V 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 V SD Negeri 5 Kemenuh. Hasil dari penelitian ini menunjukkan bahwa (1) Rancang bangun *Digital Book* berupa *software* yang didalamnya menampilkan penyampaian materi, video pembelajaran, *quiz*, dan evaluasi soal. (2) Hasil uji kelayakan menunjukkan bahwa *Digital Book* layak berdasarkan: (a) hasil *review* ahli isi pembelajaran dengan kualifikasi sangat baik (91,1%), (b) hasil *review* ahli desain pembelajaran dengan kualifikasi sangat baik (90%), (c) hasil *review* ahli media pembelajaran dengan kualifikasi sangat baik (89,2%), dan (d) hasil uji perorangan dari siswa dengan kualifikasi sangat baik (94,2%), (e) hasil uji kelompok kecil dari siswa dengan kualifikasi sangat baik (91,0%), (f) hasil uji lapangan dari siswa dengan kualifikasi sangat baik (95,7%). (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 *Digital Book* berbasis *Active Learning* materi lingkungan sahabat kita pada mata pelajaran IPS kelas V Sekolah Dasar layak dan efektif diterapkan dalam proses pembelajaran.

Kata kunci: Pengembangan, *Digital Book*, Model *Active Learning*

ABSTRACT

This research aims to develop a Digital Book based on Active Learning with our friends' environmental materials in social studies subjects for class V elementary schools which has been tested for design, feasibility and effectiveness. This research is development research that refers to the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. Research data was collected using questionnaires and tests. The research data was then analyzed descriptively qualitatively, quantitatively, descriptive statistics and inferential statistics. This research used as subjects 30 class V students of SD Negeri 5 Kemenuh. The results of this research show that (1) The design of the Digital Book is in the form of software which displays the delivery of material, learning videos, quizzes and evaluation questions. (2) The results of the feasibility test show that the Digital Book is feasible based on: (a) the results of the review of learning content experts with very good qualifications (91.1%), (b) the results of the review of learning design experts with very good qualifications (90%), (c) learning media expert review results with very good qualifications (89.2%), and (d) individual test results from students with very good qualifications (94.2%), (e) small group test results from students with very good qualifications good (91.0%), (f) field test results from students with very good qualifications (95.7%). (3) the effectiveness test with the t-test obtained a t-count of 7.213 for $dk = 29$ and a significance level of 5% t table = 1.69913 so that H_0 was rejected and H_1 was accepted. Thus, it can be concluded that the development of a Digital Book based on Active Learning with environmental material from our friends in the social studies subject for grade V elementary school is feasible and effective in implementing the learning process.

Keywords: *Development, Digital Book, Active Learning Model*