

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERKATIF
BERBASIS DISCOVERY LEARNING PADA MATA PELAJARAN IPS
KELAS V (STUDI KASUS SD NO.2 DARMASABA)**

Oleh

Yuventus Monemnasi, NIM 1915051067

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email: yuventus@undiksha.ac.id

ABSTRAK

Tujuan dari penelitian ini untuk menghasilkan dan mengetahui respon guru dan peserta didik terhadap pengembangan konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran IPS kelas V (Studi Kasus SD No.2 Darmasaba). Jenis penelitian yang digunakan yaitu *Research & Development* (R&D), dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data dalam penelitian ini menggunakan lembar validasi, angket uji coba perorangan, uji kelompok kecil, uji coba lapangan, uji respon peserta didik dan guru. Hasil perhitungan validasi ahli isi serta ahli media dan desain menunjukkan bahwa tingkat validasi sebesar 1,00 yaitu masuk tingkat validitas “Sangat Tinggi” dengan kriteria “Sangat Valid”. Hasil persentase yang didapatkan dari uji coba perorangan sebesar 94% yang termasuk kualifikasi “Sangat Baik”. Hasil yang didapatkan dari uji coba kelompok kecil termasuk dalam kualifikasi “Sangat Baik” dan uji coba lapangan termasuk dalam kualifikasi “Sangat Baik”. Sedangkan untuk hasil perhitungan uji respon peserta didik dan guru memperoleh sebesar 71.2 dan 48 yaitu masuk kriteria sangat praktis. Maka dari itu penelitian ini dapat disimpulkan bahwa konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran IPS menunjukkan kriteria kualitas produk yaitu valid dan sangat praktis.

Kata Kunci: Konten Pembelajaran Interaktif, IPS, *Discovery Learning*.

**DEVELOPMENT OF INTERACTIVE LEARNING CONTENT BASED ON
DISCOVERY LEARNING ON IPS CLASS V (CASE STUDY OF SD.2
DARMASABA)**

By

Yuventus Monemnasi, NIM 1915051067

Informatics Engineering Education Study Program

Informatics Engineering Department

Faculty of Engineering and Vocational

Ganesha University of Education

Singaraja

Email: yuventus@undiksha.ac.id

ABSTRACT

The purpose of this study is to produce and determine the response of teachers and students to the development of discovery-based interactive learning content in class V social studies subjects (Case Study of SD No.2 Darmasaba). The type of research used is Research & Development (R&D), with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Data collection techniques in this study used validation sheets, individual trial questionnaires, small group tests, field trials, student and teacher response tests. The results of the validation calculation of content experts and media and design experts show that the validation level of 1.00 is included in the validity level of "Very High" with the criteria of "Very Valid". The percentage result obtained from individual trials is 94% which includes the qualification "Very Good". Results obtained from small group trials are included in the "Very Good" qualification and field trials are included in the "Very Good" qualification. As for the results of the calculation of the response test of students and teachers obtained 71.2 and 48, which are very practical criteria. Therefore, this study can be concluded that discovery-based interactive learning content in social studies subjects shows product quality criteria, which are valid and very practical.

Keywords: Interactive Learning Content, IPS, Discovery Learning.