PENGEMBANGAN *E-BOOK* INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA MUATAN PELAJARAN IPAS MATERI TUMBUHAN SUMBER KEHIDUPAN DI BUMI KELAS IV SDN 2 SINGAPADU, GIANYAR

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ABSTRAK

Penelitian ini bertujuan mengetahui rancang bangun, kelayakan, dan efektivitas *E-Book* interaktif berbasis *Problem Based Learning* pada muatan pelajaran IPAS materi Tumbuhan Sumber Kehidupan di Bumi kelas IV SDN 2 Singapadu, Gianyar. Penelitian ini merupakan penelitian pengembangan dengan menerapkan model pengembangan ADDIE yang meliputi beberapa tahap yaitu (a) analisis, (b) perancangan, (c) pengembangan, (d) implementasi, dan (e) evaluasi. Metode pengumpulan data pada penelitian ini menggunakan kuesioner, tes dan teknik analisis data yang digunakan yaitu analisis deskriptif kuantitatif dan statistik inferensial uji-t. Hasil penelitian menemukan bahwa (1) Hasil rancang bangun *E-Book* interaktif berbentuk buku elektronik dengan penyajian interaktif dapat diakses secara fleksibel dengan memperoleh penilaian ahli rancang bangun sebesar 90,% (sangat baik). (2) Hasil uji kelayakan yang menunjukan *E-Book* interaktif layak adalah berdasarkan : (a) hasil uji ahli isi sebesar 93,33% (sangat baik), (b) hasil uji ahli desain instruksional sebesar 95% (sangat baik), (c) hasil uji ahli media pembelajaran sebesar 95% (sangat baik), (d) hasil uji coba perorangan sebesar 97,50% (sangat baik) dan (e) uji coba kelompok kecil sebesar 93,05% (sangat baik). (3) Hasil uji efektivitas dengan uji-t memperoleh nilai $t_{hitung} > t_{tabel}$ (40,413 > 2,042) sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa *E-Book* interaktif berbasis *Problem Based Learning* efektif digunakan pada muatan pelajaran IPAS materi Tumbuhan Sumber Kehidupan di Bumi Kelas IV SDN 2 Singapadu, Gianyar.

Kata kunci: *E-Book* Interaktif, Model *Problem Based Learning,* Muatan IPAS

ABSTRACT

This research aims to determine the design, feasibility and effectiveness of interactive E-Books based on Problem Based Learning on science and science lesson content on Plants as the Source of Life on Earth for class IV SDN 2 Singapadu, Gianyar. This research is development research by applying the ADDIE development model which includes several stages, namely (a) analysis, (b) design, (c) development, (d) implementation, and (e) evaluation. The data collection method in this research uses questionnaires, tests and the data analysis techniques used are quantitative descriptive analysis and t-test inferential statistics. The research results found that (1) The results of the interactive E-Book design in the form of an electronic book with an interactive presentation can be accessed flexibly by obtaining a design expert assessment of 90.% (very good). (2) The feasibility test results that show that interactive E-Books are feasible are based on: (a) content expert test results of 93.33% (very good), (b) instructional design expert test results of 95% (very good), (c) learning media expert test results were 95% (very good), (d) individual trial results were 97.50% (very good) and (e) small group trials were 93.05% (very good). (3) The results of the effectiveness test using the t-test obtained a value of tcount > ttable (40.413 > 2.042) so that H0 was rejected and H1 was accepted. Thus, it can be concluded that interactive E-Books based on Problem Based Learning are effectively used in science and science lesson content on Plants as the Source of Life on Earth for Class IV SDN 2 Singapadu, Gianyar.

***Keywords**: Interactive E-Book, Problem Based Learning Model, IPAS Content*