

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS
PROBLEM BASED LEARNING PELAJARAN BAHASA
INDONESIA UNTUK SISWA KELAS IV
SD NO. 7 DALUNG BADUNG
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ABSTRAK

Penelitian ini dilaksanakan karena kurangnya variasi media pembelajaran di Sekolah Dasar. Penelitian ini bertujuan untuk mengembangkan media pembelajaran Multimedia Interaktif berbasis *Problem Based Learning* yang efektif digunakan khususnya muatan pelajaran Bahasa Indonesia materi Ide Pokok Paragraf kelas IV SD. (1) Berdasarkan rancang bangun, penelitian ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data menggunakan kuesioner dan teknik analisis data digunakan analisis deskriptif kuantitatif dan statistik inferensial. Hasil penelitian ini adalah produk Multimedia Interaktif berbasis *Problem Based Learning* dengan kualitas produk sangat baik dan baik serta efektif digunakan dalam proses pembelajaran. (2) Berdasarkan hasil penilaian menurut ahli isi/materi pelajaran memperoleh skor 97,90% dengan kualifikasi sangat baik, ahli desain instruksional memperoleh skor 97,70% dengan kualifikasi baik, ahli media pembelajaran memperoleh skor 93,70% dengan kualifikasi sangat baik, uji coba perorangan pada 3 siswa memperoleh skor 97,50% dengan kualifikasi sangat baik, dan uji kelompok kecil pada 9 orang siswa memperoleh skor 92,20% dengan kualifikasi sangat baik sehingga produk yang dikembangkan dengan kualitas sangat baik. (3) Berdasarkan uji efektivitas menggunakan 28 siswa memperoleh $t_{hitung} = 19,70$ untuk $t_{tabel} = 1,67$ dan taraf signifikan 5% = 1,67. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media pembelajaran. Dengan demikian disimpulkan bahwa multimedia interaktif berbasis *Problem Based Learning* efektif digunakan pada muatan pelajaran Bahasa Indonesia kelas IV SD.

Kata Kunci: Pengembangan, Media Pembelajaran, Multimedia Interaktif

ABSTRACT

This research was conducted due to the lack of variety of learning media in elementary schools. This research aims to develop Interactive Multimedia learning media based on Problem Based Learning which is effectively used, especially for Indonesian language lessons on the main idea of paragraphs in class IV elementary school. (1) Based on the design, this research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). Data collection methods using questionnaires and data analysis techniques used quantitative descriptive analysis and inferential statistics. The results of this study are Interactive Multimedia products based on Problem Based Learning with very good and good product quality and effective use in the learning process. (2) Based on the results of the assessment according to the content / subject matter experts scored 97.90% with very good qualifications, instructional design experts scored 97.70% with good qualifications, learning media experts scored 93.70% with very good qualifications, individual trials on 3 students scored 97.50% with very good qualifications, and small group tests on 9 students scored 92.20% with very good qualifications so that the product developed with very good quality. (3) Based on the effectiveness test using 28 students obtained $t_{count} = 19.70$ for $t_{table} = 1.67$ and a significant level of $5\% = 1.67$. This means that $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted, which means that there is a significant difference before and after using learning media. Thus it is concluded that interactive multimedia based on Problem Based Learning is effectively used in the content of Indonesian language lessons in grade IV SD.

Keywords: Development, Learning Media, Interactive Multimedia

