

**PENGEMBANGAN MODEL DAN PERANGKAT *PROJECT BASED
BLENDED LEARNING* BERBANTUAN MULTIMEDIA INTERAKTIF
UNTUK MENINGKATKAN HASIL BELAJAR PENCAK SILAT**

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ABSTRAK

Tujuan dari penelitian ini adalah mendeskripsikan validitas, kepraktisan, dan efektivitas model dan perangkat PjBBL berbantuan multimedia interaktif untuk meningkatkan hasil belajar Pencak Silat mahasiswa program studi Pendidikan Jasmani Kesehatan dan Rekreasi, Fakultas Olahraga dan Kesehatan, Universitas Pendidikan Ganesha. Jenis penelitian yang digunakan adalah penelitian pengembangan dengan model ADDIE, yaitu; (1) Analisis (*Analyze*), (2) Desain (*Design*), (3) Pengembangan (*Development*), (4) Implementasi (*Implementation*), (5) Evaluasi (*Evaluation*). Produk pengembangan berupa model dan perangkat PjBBL. Produk pengembangan divalidasi oleh ahli isi, desain, dan media pembelajaran. Subjek uji coba produk terdiri atas 2 dosen dan 35 mahasiswa, sedangkan untuk uji coba efektivitas 102 mahasiswa. Teknik pengumpulan data dilakukan dengan observasi, kuesioner, tes tulis, dan tes unjuk kerja. Teknik analisis data yang digunakan adalah teknik analisis deskriptif kuantitatif. Berdasarkan hasil penelitian, didapatkan 1) hasil validitas model PjBBL 94,48 % kriteria sangat valid dan perangkat PjBBL 97,32% kriteria sangat valid, 2) hasil uji kepraktisan model PjBBL adalah 93,77% pada kriteria sangat praktis dan kepraktisan perangkat PjBBL adalah 93,77% pada kriteria sangat praktis, 3) hasil uji efektivitas dilakukan dengan 3 cara yaitu *pertama* ditinjau dari aktivitas belajar 51 orang (92,8%) kriteria aktif, *kedua* dari hasil belajar uji coba kelompok besar 55 orang 100% hasil belajarnya tuntas dan *ketiga* uji efektivitas dilakukan dengan melakukan uji komparasi dengan menggunakan Uji-t dependen/ *t pair test*. Hasilnya bahwa nilai sig. lebih kecil dari 0,05 ($p < 0,05$). Berdasarkan hasil penelitian tersebut dapat disimpulkan pembelajaran pencak silat menggunakan model dan perangkat PjBBL berbantuan multimedia interaktif dinilai lebih efektif secara simultan meningkatkan hasil belajar jika dibandingkan model pembelajaran yang digunakan sebelumnya. Disarankan kepada tenaga pengajar untuk dapat menggunakan model dan perangkat PjBBL karena terbukti meningkatkan kualitas proses dan hasil belajar.

Kata-kata kunci: PjBBL, Multimedia Interaktif, ADDIE.

**DEVELOPMENT OF PROJECT BASED BLENDED LEARNING
MODELS AND DEVICES ASSISTED WITH INTERACTIVE
MULTIMEDIA TO IMPROVE PENCAK SILAT LEARNING OUTCOMES**

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ABSTRACT

The aim of this research is to describe the validity, practicality and effectiveness of PjBBL models and devices assisted by interactive multimedia to improve Pencak Silat learning outcomes for students of the Health and Recreation Physical Education study program, Faculty of Sports and Health, Ganesha Education University. The type of research used is development research with the ADDIE model, namely; (1) Analysis, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. Development products in the form of PjBBL models and devices. Development products are validated by content, design and learning media experts. The product trial subjects consisted of 2 lecturers and 35 students, while for the effectiveness trial there were 102 students. Data collection techniques were carried out using observation, questionnaires, written tests and performance tests. The data analysis technique used is quantitative descriptive analysis technique. Based on the research results, it was found that 1) the validity results of the PjBBL model were 94.48% very valid criteria and the PjBBL device was 97.32% very valid criteria, 2) the results of the practicality test of the PjBBL model were 93.77% on very practical criteria and the practicality of the PjBBL device was 93.77% on very practical criteria, 3) the results of the effectiveness test were carried out in 3 ways, namely first in terms of learning activities of 51 people (92.8%) active criteria, second from the results of large group trial learning of 55 people 100% of the learning results were complete and the third effectiveness test was carried out by carrying out a comparison test using the dependent t-test/t pair test. The result is that the sig value. smaller than 0.05 ($p < 0.05$). Based on the results of this research, it can be concluded that learning pencak silat using PjBBL models and devices assisted by interactive multimedia is considered more effective in simultaneously improving learning outcomes when compared to the learning models used previously. It is recommended for teaching staff to use the PjBBL model and tools because it has been proven to improve the quality of learning processes and outcomes.

Key words: PjBBL, Interactive Multimedia, ADDIE.