

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN
BERBASIS PROYEK MATA PELAJARAN IPAS
MATERI KEKAYAAN BUDAYA INDONESIA
KELAS IV SD NEGERI 22 DAUH PURI
DENPASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) rancang bangun, (2) validitas isi, desain, media, uji perorangan, dan uji kelompok kecil serta (3) efektivitas media video pembelajaran berbasis proyek mata pelajaran IPAS materi kekayaan budaya Indonesia. Subjek uji coba penelitian ini yakni ahli materi/isi, ahli desain, dan ahli media pembelajaran serta 28 orang siswa kelas IV SD Negeri 22 Dauh Puri. Penelitian ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Pengumpulan data menggunakan metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian ini yaitu: (1) hasil uji rancang bangun diperoleh skor 90,90% dengan kualifikasi sangat baik, (2) hasil uji ahli dan uji pengguna diperoleh sebagai berikut. (a) hasil uji ahli isi media diperoleh skor 100% dengan kualifikasi sangat baik, (b) hasil uji ahli desain diperoleh skor 97,22% dengan kualifikasi sangat baik, (c) hasil uji ahli media pembelajaran diperoleh skor 100% dengan kualifikasi sangat baik, (d) hasil uji coba perseorangan diperoleh skor 94,45% dengan kualifikasi sangat baik, dan (e) hasil uji coba kelompok kecil diperoleh skor 91,20% dengan kualifikasi sangat baik; (3) hasil efektivitas produk diperoleh dari uji statistik uji-t yakni $t_{hitung} = 12,179$ untuk $db = 27$ dan taraf signifikansi 5% diperoleh angka $t_{tabel} = 1,703$. Jadi $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima, artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media. Dengan demikian dapat disimpulkan media video pembelajaran berbasis proyek efektif digunakan pada pembelajaran materi kekayaan budaya Indonesia kelas IV SD Negeri 22 Dauh Puri Denpasar.

Kata-kata kunci: video pembelajaran, proyek, IPAS

ABSTRACT

This research aims to determine (1) the design, (2) the validity of the content, design, media, individual tests and small group tests and (3) the effectiveness of project-based learning video media for science subjects on Indonesian cultural riches. The test subjects for this research were material/content experts, design experts, and learning media experts as well as 28 class IV students at SD Negeri 22 Dauh Puri. This research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. Data collection used questionnaire and test methods. The data analysis technique uses quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this research are: (1) the design test results obtained a score of 90.90% with very good qualifications, (2) the expert test results and user tests were obtained as follows. (a) the results of the media content expert test obtained a score of 100% with very good qualifications, (b) the results of the design expert test obtained a score of 97.22% with very good qualifications, (c) the results of the learning media expert test obtained a score of 100% with very good qualifications good, (d) the results of individual trials obtained a score of 94.45% with very good qualifications, and (e) the results of small group trials obtained a score of 91.20% with very good qualifications; (3) the product effectiveness results were obtained from the t-test statistical test, namely $t\text{-count} = 12.179$ for $db = 27$ and at a significance level of 5% the $t\text{-table}$ figure = 1.703. So $t\text{count} > t\text{table}$, so H_0 is rejected and H_1 is accepted, meaning there is a significant difference before and after using the media. Thus, it can be concluded that project-based learning video media is effectively used in learning Indonesian cultural wealth material for class IV at SD Negeri 22 Dauh Puri Denpasar.

Keywords: learning videos, projects, IPAS

