

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF
BERBASIS *PROJECT BASED LEARNING* MUATAN IPAS
MATERI KEKAYAAN BUDAYA INDONESIA UNTUK
SISWA KELAS IV DI SD NEGERI 2 TONJA
DENPASAR**

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengetahui (1) rancang bangun, (2) validitas isi, desain, media, uji perorangan, uji kelompok kecil serta (3) efektivitas media pembelajaran interaktif berbasis *project based learning* muatan IPAS materi kekayaan budaya Indonesia untuk siswa kelas IV di SD Negeri 2 Tonja Denpasar. Subjek uji coba menggunakan 28 orang siswa. Penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan adalah metode kuesioner dan non tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menyimpulkan bahwa: (1) kualitas hasil uji rancang bangun diperoleh skor 90,90% dengan kualifikasi sangat baik, (2) hasil uji ahli isi media diperoleh skor 97,72% dengan kualifikasi sangat baik, hasil uji ahli desain pembelajaran diperoleh skor 90% dengan kualifikasi sangat baik, hasil uji ahli media pembelajaran diperoleh skor 92,85% dengan kualifikasi sangat baik, hasil uji coba perseorangan diperoleh skor 97,50% dengan kualifikasi sangat baik, dan hasil uji coba kelompok kecil diperoleh skor 95,83% dengan kualifikasi sangat baik; (3) hasil efektivitas produk diperoleh dari uji statistik uji-t yakni $t_{hitung} = 15,801$ untuk $db = 27$ dan taraf signifikansi 5% diperoleh angka $t_{tabel} = 1,703$. Maka $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media pembelajaran interaktif berbasis *project based learning*. Dapat disimpulkan bahwa produk media pembelajaran interaktif berbasis *project based learning* efektif digunakan dalam proses pembelajaran materi kekayaan budaya Indonesia untuk siswa kelas IV di SD Negeri 2 Tonja Denpasar.

Kata-kata kunci: media pembelajaran interaktif, *project based learning*, IPAS

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA
BASED ON PROJECT BASED LEARNING IPAS CONTENT
INDONESIAN CULTURAL WEALTH MATERIAL FOR
CLASS IV STUDENTS AT STATE 2 TONJA PRIMARY SCHOOL
DENPASAR**

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ABSTRACT

This development research aims to determine (1) the design, (2) the validity of the content, design, media, individual tests, small group tests and (3) the effectiveness of interactive learning media based on project based learning in science and technology content on Indonesian cultural riches for class IV students. at SD Negeri 2 Tonja Denpasar. The test subjects were 28 students. This development research uses the ADDIE model. The data collection method used is a questionnaire and non-test method. The data analysis technique uses quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research concluded that: (1) the quality of the design test results obtained a score of 90.90% with very good qualifications, (2) the results of the media content expert test obtained a score of 97.72% with very good qualifications, the results of the learning design expert test obtained a score of 90% with very good qualifications, the results of the learning media expert test obtained a score of 92.85% with very good qualifications, the results of the individual trials obtained a score of 97.50% with very good qualifications, and the results of the small group trials obtained a score of 95, 83% with excellent qualifications; (3) the product effectiveness results were obtained from the t-test statistical test, namely $t\text{-count} = 15.801$ 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, which means there is a significant difference before and after using interactive learning media based on project based learning. It can be concluded that interactive learning media products based on project based learning are effectively used in the learning process of Indonesian cultural wealth material for class IV students at SD Negeri 2 Tonja Denpasar.

Key words: interactive learning media, project based learning, science