

**PENGEMBANGAN VIDEO PEMBELAJARAN INTERAKTIF  
BERORIENTASI MODEL KoGOPEQ UNTUK MENINGKATKAN  
KARAKTER MANDIRI DAN JUJUR PESERTA DIDIK**

**ABSTRAK**

Penelitian ini bertujuan Meningkatkan video pembelajaran interaktif berbasis model KoGOPEQ untuk meningkatkan karakter mandiri dan jujur peserta didik kelas IV dalam pembelajaran pecahan. KoGOPEQ merupakan model pembelajaran yang menggunakan kolaborasi guru, orang tua, dan peserta didik yang berorientasi *emotional quotient*. Metode penelitian yang digunakan adalah *research and development* dengan tiga fase pengembangan yakni *preliminary research, prototyping, dan assessment*. Subjek penelitian terdiri dari 34 peserta didik kelas IV SDN 1 Baktiseraga dan 14 peserta didik kelas IV SDN 6 Panji. Penilaian dilakukan menggunakan lembar validasi video, angket respon peserta didik dan pendidik untuk kepraktisan, serta lembar penilaian karakter jujur dan mandiri peserta didik. Hasil penelitian menunjukkan bahwa video pembelajaran yang dikembangkan valid dengan skor 4.50 dengan kriteria sangat valid, tingkat kepraktisan yaitu 83.58% dengan kriteria sangat praktis, dan tingkat keefektifan menggunakan *gain score* diperoleh peningkatan sebesar 0.80 dengan kategori sangat tinggi pada karakter mandiri serta 0.77 pada karakter jujur dengan kriteria peningkatan yang sangat tinggi. Hasil *post-test* dan uji *gain score* menunjukkan perkembangan karakter jujur dan mandiri peserta didik. Selain itu, hasil *pretest* dan *posttest*, video pembelajaran meningkatkan pemahaman konsep pecahan di SDN 1 Baktiseraga, dengan skor rata-rata *pretest* sebesar 42.12 dan *posttest* sebesar 72.35. Di SDN 6 Panji, skor rata-rata *pretest* adalah 41.43 dan *posttest* adalah 72.00. Video pembelajaran mencakup petunjuk, panduan orang tua, materi nilai karakter, latihan soal interaktif, dan kuis melalui *Google Form*. Video pembelajaran dapat diakses daring melalui tautan menggunakan aplikasi *Edpuzzle*. Pembelajaran pecahan menggunakan video ini dibagi menjadi tiga aktivitas: identifikasi konsep pecahan, representasi visual dengan bangun datar, dan penerapan konsep dalam pemecahan masalah kompleks. *Learning trajectory* (LT) terbagi menjadi empat tahapan: *informal, model of, model for, dan formal knowledge*.

**Kata kunci:** Video pembelajaran berorientasi KoGOPEQ, Pecahan, Mandiri, Jujur

# **THE DEVELOPMENT OF AN INTERACTIVE LEARNING VIDEOORIENTED BY THE KoGOPEQ MODEL TO INCREASE STUDENT'S SELF-DEPENDENT AND HONEST CHARACTERS**

## **ABSTRACT**

This study aims to develop interactive learning videos based on the KoGOPEQ model to enhance the independence and honesty character of fourth-grade students in learning fractions. KoGOPEQ is a learning model that utilizes collaboration among teachers, parents, and students with an emphasis on emotional quotient. The research method employed is research and development with three development phases: preliminary research, prototyping, and assessment. The research subjects consist of 34 students from class IV at SDN 1 Baktiseraga and 14 students from class IV at SDN 6 Panji. Assessment was conducted using a video validation sheet, student and teacher response questionnaires for practicality, as well as character assessment sheets for the students' honesty and independence. The research results indicate that the developed instructional video is valid, with a score of 4.50, falling under the category of "very valid". Additionally, it demonstrates a high level of practicality at 83.58%, categorized as "very practical". Furthermore, the effectiveness of the video, measured using gain scores, shows a significant improvement of 0.80 in the independent character and 0.77 in the honest character, both falling into the category of "very high improvement". The results of post-tests and n-gain tests indicate the development of the students' honesty and independence character. Furthermore, pretest and posttest results, as well as educational videos, enhance the understanding of fraction concepts at SDN 1 Baktiseraga, with an average pretest score of 42.12 and a posttest score of 72.35. At SDN 6 Panji, the average pretest score is 41.43, and the posttest score is 72.00. The video includes instructions, parent guidance, character value material, interactive problem-solving exercises, and quizzes through Google Form. The learning video can be accessed online through a link or offline using the Edpuzzle application. Fraction learning using this video is divided into three activities: identifying fraction concepts, visual representation with flat shapes, and applying concepts in solving complex mathematical problems. The Learning Trajectory (LT) is divided into four stages: informal, model of, model for, and formal knowledge.

**Keywords:** KoGOPEQ-oriented instructional video, Fractions, Independent, Honest