

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MODEL
PROBLEM BASED LEARNING (PBL) MENGGUNAKAN APLIKASI
ARTICULATE STORYLINE 3 PADA MATERI PERUBAHAN WUJUD
BENDA KELAS IV SD**

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ABSTRAK

Penelitian pengembangan ini bertujuan untuk (1) mengembangkan rancang bangun multimedia interaktif berbasis model *Problem Based Learning* (PBL); (2) mengetahui kelayakan multimedia interaktif berbasis model *Problem Based Learning* (PBL); (3) mengetahui kepraktisan multimedia interaktif berbasis model *Problem Based Learning* (PBL); dan (4) mengetahui keefektifan multimedia interaktif berbasis model *Problem Based Learning* (PBL) menggunakan Aplikasi *Articulate Storyline 3* pada materi perubahan wujud benda kelas IV SD. Penelitian ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek penelitian ini adalah 4 ahli, 3 guru, dan 20 peserta didik. Objek penelitian ini adalah multimedia interaktif berbasis model *Problem Based Learning*. Penelitian ini menggunakan desain *pre eksperimen, one shot case study*. Metode pengumpulan data yang digunakan adalah kuesioner/angket tertutup menggunakan *rating scale* dan tes pilihan ganda. Teknik analisis yang digunakan adalah deskriptif kualitatif dan deskriptif kuantitatif. Hasil penelitian ini menunjukkan bahwa: (1) menghasilkan multimedia interaktif berbasis model *Problem Based Learning* (PBL) menggunakan Aplikasi *Articulate Storyline 3* pada materi perubahan wujud benda kelas IV SD; (2) memperoleh hasil rata-rata validitas oleh ahli isi muatan pembelajaran senilai 4,81 berkualifikasi sangat baik dan rata-rata hasil validitas oleh ahli media pembelajaran senilai 4,88 berkualifikasi sangat baik; (3) memperoleh hasil rata-rata kepraktisan oleh guru sebesar 4,85 berkualifikasi sangat baik dan rata-rata kepraktisan oleh peserta didik sebesar 4,77 berkualifikasi sangat baik; dan (4) hasil uji-t *one sample* menunjukkan nilai sig. $0,000 < 0,05$. Dengan demikian, multimedia interaktif berbasis model *Problem Based Learning* pada materi perubahan wujud benda kelas IV SD layak, praktis, dan efektif untuk meningkatkan hasil belajar peserta didik.

Kata Kunci: multimedia interaktif, *Problem Based Learning*, *articulate storyline*, perubahan wujud benda

ABSTRACT

This development research aims to (1) develop an interactive multimedia design based on the Problem Based Learning (PBL) model; (2) to determine the feasibility of interactive multimedia based on the Problem Based Learning (PBL) model; (3) to know the practicality of interactive multimedia based on the Problem Based Learning (PBL) model; and (4) to know the effectiveness of interactive multimedia based on the Problem Based Learning (PBL) model using the Articulate Storyline 3 Application on material for changing the form of objects in grade IV elementary school. This study uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The subjects of this study are 4 experts, 3 teachers, and 20 students. The object of this research is interactive multimedia based on the Problem Based Learning model. This study uses a pre-experiment design, one shot case study. The data collection method used is a closed questionnaire/questionnaire using a rating scale and a multiple-choice test. The analysis techniques used are qualitative descriptive and quantitative descriptive. The results of this study show that: (1) producing interactive multimedia based on the Problem Based Learning (PBL) model using the Articulate Storyline 3 Application on material changing the form of objects in grade IV elementary school; (2) obtained the average validity result by the learning content expert with a score of 4.81 with very good qualifications and the average validity result by a learning media expert with a score of 4.88 with very good qualifications; (3) obtained the average result of practicality by teachers of 4.85 with very good qualifications and the average practicality by students of 4.77 with very good qualifications; and (4) the results of the one-sample t-test showed a value of sig. $0.000 < 0.05$. Thus, interactive multimedia based on the Problem Based Learning model on material changing the form of objects in grade IV elementary school is feasible, practical, and effective to improve student learning outcomes.

Keywords: *interactive multimedia, Problem Based Learning, articulate storyline, change in the form of objects*

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