

# **DEVELOPMENT OF *POWERPOINT MEDIA ASSISTED BY SPINNING GAMES* OF SCIENCE AND SCIENCE CONTENT MATERIAL AND ITS CHANGES FOR GRADE IV ELEMENTARY SCHOOL STUDENTS**

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## **ABSTRACT**

The development study carried out has three objectives, namely: (1) to produce a *Spinning Game Assisted PowerPoint media* design (2) to analyze the validity and teachers' response to *Spinning Game Assisted PowerPoint media*, and (3) to analyze the effectiveness of *Spinning Game Assisted PowerPoint media* on the learning motivation of grade IV elementary school students. This development study adopts the ADDIE model which consists of five steps, including: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. This study focuses on the use of *Spinning Game-Assisted PowerPoint media*, with the aim of evaluating the validity of the content of the material, the response from the teacher, and the effectiveness of the media. The data collection method is carried out through the use of questionnaires. The instrument used is a questionnaire sheet. Data analysis includes qualitative descriptive analysis and quantitative descriptive analysis. The validity of the content of the media and material was evaluated using *the Aiken formula*, while the response from the teacher was analyzed using the percentage formula. Media effectiveness was evaluated using a correlated T Test with the help of the SPSS application. The decision was obtained based on a significance value (2-tailed), where a  $<$  value of 0.05 indicates a significant difference before and after the application of the media, while a  $>$  value of 0.05 indicates no significant difference. The results of the study show that: (1) *the PowerPoint media* equipped with *the Spinning Game* shows a high validity level of 0.92 for the validity of the content, (2) the content presented in the PowerPoint media has a content validity of 0.94, (3) the teacher's positive response to this media reaches 100% with a very good assessment, and (3) the results of the correlated t-test show very high significance (score 0.000,  $p < 0.05$ ), emphasized that *PowerPoint media assisted by Spinning Game* was effective in increasing the learning motivation of grade IV elementary school students.

**Keywords** : Development, Media, *Spinning Game Assisted PowerPoint Media*.

**PENGEMBANGAN MEDIA *POWERPOINT* BERBANTUAN *SPINNING GAME* MUATAN IPAS MATERI WUJUD BENDA DAN PERUBAHANNYA BAGI SISWA KELAS IV SEKOLAH DASAR**

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**ABSTRAK**

Studi pengembangan yang dilaksanakan mempunyai tiga tujuan, yakni: (1) menghasilkan rancangan media *PowerPoint* Berbantuan *Spinning Game* (2) menganalisis validitas dan respon guru terhadap media *PowerPoint* Berbantuan *Spinning Game*, dan (3) menganalisis efektivitas media *PowerPoint* Berbantuan *Spinning Game* terhadap motivasi belajar peserta didik kelas IV SD. Studi pengembangan ini mengadopsi model ADDIE yang terdiri dari lima langkah, termasuk: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Studi ini fokus pada penggunaan media *PowerPoint* Berbantuan *Spinning Game*, dengan tujuan mengevaluasi validitas isi materi, respon dari guru, dan efektivitas media tersebut. Metode pengumpulan data dilakukan melalui penggunaan angket/kuesioner. Instrumen yang digunakan adalah lembar angket/kuesioner. Analisis data mencakup analisis deskriptif kualitatif dan deskriptif kuantitatif. Validitas isi media dan materi dievaluasi menggunakan rumus *Aiken*, sementara respon dari guru dianalisis dengan menggunakan rumus persentase. Efektivitas media dievaluasi menggunakan Uji T berkorelasi dengan bantuan aplikasi SPSS. Keputusan diperoleh berdasarkan nilai signifikansi (2-tailed), di mana nilai  $< 0,05$  menunjukkan adanya perbedaan signifikan sebelum dan sesudah penerapan media, sementara nilai  $> 0,05$  menunjukkan tidak adanya perbedaan signifikan. Hasil studi menunjukkan bahwa: (1) media *PowerPoint* yang dilengkapi dengan *Spinning Game* menunjukkan tingkat validitas yang tinggi sebesar 0,92 untuk validitas isi, (2) konten yang disajikan dalam media *PowerPoint* tersebut memiliki validitas isi sebesar 0,94, (3) respon positif guru terhadap media ini mencapai 100% dengan penilaian sangat baik, dan (3) hasil uji-t berkorelasi menunjukkan signifikansi yang sangat tinggi (skor 0,000,  $p < 0,05$ ), menegaskan bahwa media *PowerPoint* Berbantuan *Spinning Game* efektif dalam meningkatkan motivasi belajar siswa kelas IV SD.

**Kata Kunci** : Pengembangan, Media, Media *PowerPoint* Berbantuan *Spinning Game*.