

**PENGEMBANGAN *E-BOOK* BERBASIS *PROBLEM BASED LEARNING*
PADA MUATAN PELAJARAN IPAS KELAS IV
DI SD NEGERI 1 PANJI ANOM SINGARAJA
TAHUN PELAJARAN 2023/2024**

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mendeskripsikan proses rancang bangun pengembangan *e-book* berbasis *problem based learning* pada muatan pelajaran IPAS kelas IV di SD Negeri 1 Panji Anom Singaraja tahun pelajaran 2023/2024, (2) mengetahui validitas *e-book* berbasis *problem based learning* pada muatan pelajaran IPAS kelas IV di SD Negeri 1 Panji Anom Singaraja tahun pelajaran 2023/2024 berdasarkan penilaian ahli isi pembelajaran, desain pembelajaran, dan media pembelajaran, (3) mengetahui respon pengguna *e-book* berbasis *problem based learning* pada muatan pelajaran IPAS kelas IV di SD Negeri 1 Panji Anom Singaraja tahun pelajaran 2023/2024 berdasarkan uji coba perorangan dan kelompok kecil, dan (4) mengetahui efektivitas *e-book* berbasis *problem based learning* pada muatan pelajaran IPAS kelas IV di SD Negeri 1 Panji Anom Singaraja tahun pelajaran 2023/2024. Penelitian pengembangan ini menggunakan model ADDIE (*Analysis, Design, Development, Implementation*), dan *Evaluation*). Pengumpulan data dilakukan dengan metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kualitatif, kuantitatif, dan analisis statistik inferensial uji-t sampel berkorelasi. Hasil dari penelitian ini (1) menghasilkan perancangan *e-book* dari tahap analisis sampai tahap evaluasi, (2) validitas produk dari ahli isi pembelajaran skor 94,00% kualifikasi sangat baik, ahli desain pembelajaran skor 97,33% kualifikasi sangat baik, dan ahli media pembelajaran skor 93,00% kualifikasi sangat baik, (3) respon pengguna *e-book* berdasarkan uji perorangan skor 95,56% kualifikasi sangat baik, dan uji coba kelompok kecil skor 95,19% kualifikasi sangat baik, dan (4) efektivitas *e-book* berbasis *problem based learning*, nilai rata-rata *pre-test* 60,15, dan *post-test* 75,15, sehingga *post-test* berada di atas KKTP (Kriteria Ketercapaian Tujuan Pembelajaran), perhitungan uji-t sampel berkorelasi didapatkan hasil sig (0,000) < 0,05 berdasarkan taraf signifikansi 5%, sehingga terdapat perbedaan signifikan hasil belajar sebelum dan sesudah menggunakan *e-book* berbasis *problem based learning*. dapat disimpulkan bahwa penggunaan *e-book* berbasis *problem based learning* efektif untuk meningkatkan hasil belajar kelas IV di SD Negeri 1 Panji Anom.

Kata-kata kunci: Pengembangan, *e-book*, *problem based learning*, ADDIE, IPAS.

ABSTRACT

This study aims to: (1) describe the design process of developing e-books based on problem-based learning in class IV IPAS subject matter at SD Negeri 1 Panji Anom Singaraja in the 2023/2024 academic year, (2) determine the validity of e-books based on problem-based learning in class IV IPAS subject matter at SD Negeri 1 Panji Anom Singaraja in the 2023/2024 academic year based on expert assessments of learning content, learning design, and learning media, (3) determine the user response to e-books based on problem-based learning in class IV IPAS subject matter at SD Negeri 1 Panji Anom Singaraja in the 2023/2024 academic year based on individual trials, (3) to determine the user response of e-books based on problem-based learning in class IV IPAS subject content at SD Negeri 1 Panji Anom Singaraja in the 2023/2024 academic year based on individual and small group trials, and (4) to determine the effectiveness of e-books based on problem-based learning in class IV IPAS subject content at SD Negeri 1 Panji Anom Singaraja in the 2023/2024 academic year. This development research uses the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). Data collection was done by questionnaire and test methods. Data analysis techniques used qualitative descriptive analysis techniques, quantitative, and inferential statistical analysis of correlated sample t-test. The results of this study (1) produced an e-book design from the analysis stage to the evaluation stage, (2) product validity from learning content experts scored 94.00% very good qualifications, learning design experts scored 97.33% very good qualifications, and learning media experts score 93.00% very good qualifications, (3) e-book user responses based on individual tests score 95.56% very good qualifications, and small group trials score 95.19% very good qualifications, and (4) the effectiveness of e-books based on problem-based learning, the average value of the pre-test is 60.15, and post-test 75.15, so that the post-test is above KKTP (Kriteria Ketercapaian Tujuan Pembelajaran), the calculation of the correlated sample t-test obtained sig results (0.000) <0.05 based on the 5% significance level, so there is a significant difference in learning outcomes before and after using problem-based learning e-books. It can be concluded that the use of e-books based on problem-based learning is effective for improving learning outcomes in class IV at SD Negeri 1 Panji Anom.

Keywords: Development, e-book, problem based learning, ADDIE, IPAS.