PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS MASALAH MATA PELAJARAN IPAS MATERI GAYA DI SEKITARKU KELAS IV SD NEGERI 8 DAUH PURI

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun produk Video Pembelajaran berbasis Masalah, (2) mengetahui kelayakan Video Pembelajaran menurut penilaian para ahli, uji coba perorangan, dan uji coba kelompok kecil, (3) mengetahui efektivitas media video Pembelajaran berbasis Masalah. Jenis penelitian yang dilakukan adalah penelitian pengembangan dengan menggunakan model ADDIE *(Analyze, Design, Development, Implementation, Evaluation).* etode pengumpulan data menggunakan tes. Teknik analisis data yang digunakan analisis deskriptif kuantitatif dan statistik inferensial. Hasil penelitian mengemukan bahwa (1) rancang bangun video pembelajaran berbasis masalah berupa video pembelajaran dalam bentuk link *drive* dengan menggunakan aplikasi *cupcat dan canva.* (2) berdasarkan penilaian menurut ahli isi/materi pelajaran memperoleh skor 94,23%,ahli desain instruksional memperoleh skor 92,5%, ahli media pembelajaran memperoleh skor 92,85%, uji coba perorangan pada 3 orang siswa memperoleh skor 95% dan uji coba kelompok kecil pada 9 orang siswa memperoleh skor 90,27% dengan kualifikasi sangat layak. hasil $t_{hitung} = 5,43$ untuk $t_{tabel} = 2,03$ kemudian t_{hitung} dibandingkan dengan t_{tabel} sebesar 2.03 dengan dk = n-1= 33-1 = 32 dan taraf signifikansi 5% =2,03. Dengan demikian, $t_{hitung} = 5,43 > t_{tabel} = 2,03$ sehingga H_0 ditolak dan H_1 diterima. Hal ini dapat dibuktikan dengan rata-rata hasil *post-tes* siswa sebesar 83,82 sedangkan nilai KKTP sebesar 75. Dengan demikian dapat disimpulkan bahwa Video Pembelajaran berbasis masalah efektif diterapkan pada mata pelajaran IPAS materi Gaya di Sekitar Kita kelas IV semester ganjil di SD Negeri 8 Dauh Puri.

Kata Kunci: Pengembangan, Video Pembelajaran, Berbasis Masalah

DEVELOPMENT OF PROBLEM-BASED LEARNING VIDEOS IN THE SUBJECT OF SCIENCE STYLE MATERIALS AROUND ME CLASS IV STATE 8 DAUH PURI PRIMARY SCHOOL

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ABSTRACT

This development research aims to, (1) describe the design of Problem-based Learning Video products, (2) determine the feasibility of Learning Videos according to expert assessments, individual trials and small group trials, (3) determine the effectiveness of Problem-based Learning Video media. . The type of research carried out is development research using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation).The data collection method uses questionnaires, tests. The data analysis technique used is quantitative descriptive analysis and inferential statistics. Research results (1) Design of problem-based learning videos in the form of learning videos in the form of links drive by using the application cupcat and canva. (2) based on the assessment according to the content/subject matter expert, he got a score of 94.23%, the instructional design expert got a score of 92.5%, the learning media expert got a score of 92.85%, individual trials on 3 students got a score of 95% and Small group trials on 9 students obtained a score of 90.27% with very decent qualifications. (3) based on an effectiveness test using 33 students, the results were obtained $t_{count} = 5,43$ for $t_{table} = 2.03$ then t_{count} compared with t_{table} of 2.03 with dk = n-1= 33-1 = 32 and 5% significance level = 2.03. Thus, $t_{count} = 5,43 > t_{table} = 2.03$ so H_0 which reads result post-test students with less than or equal to the KKTP score are rejected and H_1 which reads result post-test students with more than the KKTP value are accepted. This can be proven by the average results post-tes students was 83.82 while the KKTP score was 75. Thus it can be concluded that problem-based learning videos are effectively applied in the science and science subject on Styles Around Us, class IV, odd semester at SD Negeri 8 Dauh Puri. The implications of using Learning Videos as technology-based learning media are supported by existing facilities and infrastructure in schools such as internet access (WiFi), Smartphones/Laptops, Projectors, as well as the skills of teachers and students to access Learning Video media.

Keywords: *Development, Learning Videos, Problem Based*