

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF “*VOLUME EXPLORER*” BERBASIS MASALAH KONTEKSTUAL PADA MATERI VOLUME DI KELAS V

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif *Volume Explorer* berbasis masalah kontekstual pada materi volume kubus dan balok untuk meningkatkan minat belajar siswa di kelas V SD. Media pembelajaran interaktif ini dikembangkan menggunakan model *analysis, design, development, implementation, evaluation* (ADDIE), namun pada penelitian ini hanya sampai tahap *development*. Karakteristik dari media pembelajaran interaktif yang dikembangkan adalah terdapat fitur petunjuk penggunaan media, desain *background* yang bervariasi untuk menghindari kebosanan, fitur mini game, latihan soal dan quis. Validitas isi atau materi dan media diuji dengan menggunakan instrumen *Learning Objects Review Instrument* (LORI). Hasil penilaian ahli materi mencapai angka 4.95 dan ahli media mencapai angka 4.71 yang menunjukkan kategori sangat valid. Uji coba media pembelajaran interaktif dilaksanakan terhadap 23 siswa kelas V di SD Negeri 4 Tianyar. Hasil dari evaluasi kepraktisan oleh guru dan siswa dengan menggunakan metode *User Experience Questionnaire* (UEQ) menunjukkan rata-rata skor dari aspek daya tarik mencapai 1,88 (kategori *excellent*), kejelasan sebesar 2,04 (kategori *good*), efisiensi sebesar 1,73 (kategori *excellent*), ketepatan sebesar 1,80 (kategori *excellent*), stimulasi sebesar 1,78 (kategori *excellent*), dan kebaruan sebesar 1,65 (kategori *excellent*). Sedangkan, uji efektivitas dilakukan dengan menganalisis skor gain berdasarkan perbandingan nilai pre-test dan post-test. Berdasarkan hasil skor gain dan kriteria yang ditetapkan, dapat disimpulkan bahwa 23 orang siswa memiliki kriteria skor gain sebesar 0,71 (kriteria unggul).

Kata kunci: Media pembelajaran interaktif, minat belajar, masalah kontekstual.

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA “VOLUME
EXPLORER” BASED ON CONTEXTUAL PROBLEMS ON VOLUME
MATERIAL IN GRADE V**

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ABSTRACT

This study aims to develop interactive learning media Volume Explorer based on contextual problems on the volume material of cubes and blocks to increase student interest in learning in grade V elementary school. This interactive learning media was developed using the analysis, design, development, implementation, evaluation (ADDIE) model, but in this study only until the development stage. The characteristics of the interactive learning media developed are that there are features of instructions for using the media, varied background designs to avoid boredom, mini game features, practice questions and quizzes. Content or material and media validity were tested using the Learning Objects Review Instrument (LORI) instrument. The results of the material expert assessment reached 4.95 and the media expert reached 4.71 which showed a very valid category. The trial of interactive learning media was carried out on 23 fifth grade students at SD Negeri 4 Tianyar. The results of the practicality evaluation by teachers and students using the User Experience Questionnaire (UEQ) method show the average score from the aspects of attractiveness reached 1.88 (excellent category), clarity of 2.04 (good category), efficiency of 1.73 (excellent category), accuracy of 1.80 (excellent category), stimulation of 1.78 (excellent category), and novelty of 1.65 (excellent category). Meanwhile, the effectiveness test was conducted by analyzing the gain score based on the comparison of pre-test and post-test scores. Based on the results of the gain score and the criteria set, it can be concluded that 23 students have a gain score criterion of 0.71 (excellent criteria)

Keywords: *Interactive learning media, learning interest, contextual problems.*