PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA MATA PELAJARAN IPAS KELAS IV DI SDN 1 PANJI ANOM SINGARAJA TAHUN PELAJARAN 2023/2024

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ABSTRAK

Tujuan penelitian ini untuk (1) untuk mengetahui Bagaimanakah rancang bangun pengembangan *video Pembelajaran interaktif* berbasis problem based learning pada pembelajaran IPAS kelas IV SD N 1 Panji Anom. (2) Untuk mengetahui hasil validitas produk *video Pembelajaran interaktif* berbasis problem based learning pada pembelajaran IPAS kelas IV SD N 1 Panji Anom. (3) Untuk menguji efektivitas video Pembelajaran interaktif berbasis problem based learning pada pembelajaran IPAS kelas IV SD N 1 Panji Anom. Metode yang digunakan dalam pengembangan adalah ADDIE. Metode ADDIE adalah metode sistematis yang terdiri dari 5 tahapan utama yaitu analisis, perancangan, pengembangan, implementasi, dan evaluasi. Penelitian ini menggunakan metode pengumpulan data berupa kuesioner dan tes. Teknik analisis data yang digunakan adalah deskriptif kuantitatif dan analisis statistika inferensial uji-t. Hasil dari penelitian ini (1) telah menghasilkan perancangan video pembelajaran interaktif dari tahapan analisi hingga tahapan evaluasi, (2) telah mengetahui validitas dari para ahli, skor dari ahli isi pembelajaran sebesar 96%, skor dari ahli media pembelajaran sebesar 96% dan skor dari ahli desain pembelajaran sebesar 94,66%. (3) telah mengetahui kepraktisan berdasarkan uji perorangan, kelompok kecil dan lapangan, skor dari uji coba perorangan sebesar 97,3%, skor dari uji coba kelompok kecil sebesar 94,78% dan (4) mengetahui efektifitas video pembelajaran interaktif berbasis *problem based learning* dilihat dari perhitungan uji-t menunjukkan terdapat perbedaan signifikan hasil belajar sebelum dan sesudah menggunakan video pembelajaran interaktif berbasis *problem based learning*. Nilai *post-test* berada di atas KKTP, disimpulkan bahwa penggunaan video pembelajaran interaktif berbasis *problem based learning* efektif untuk meningkatkan hasil belajar kelas IV di SDN 1 Panji Anom.

Kata kunci : Pengembangan, Video pembelajaran interaktif, *problem based learning*, ADDIE, IPAS

DEVELOPMENT OF PROBLEM-BASED LEARNING-BASED INTERACTIVE LEARNING VIDEO MEDIA IN CLASS IV SCIENCE SUBJECTS AT SDN 1 PANJI ANOM SINGARAJA

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ABSTRAK

The purpose of this study is to (1) find out how the design and development of interactive learning videos based on problem based learning in science learning for class IV of SD N 1 Panji Anom.
(2) To find out the results of the validity of interactive learning video products based on problem based learning in science learning for class IV of SD N 1 Panji Anom. (3) To test the effectiveness of interactive learning videos based on problem based learning in science learning for class IV of SD N 1 Panji Anom. The method used in the development is ADDIE. The ADDIE method is a systematic method consisting of 5 main stages, namely analysis, design, development, implementation, and evaluation. This study uses data collection methods in the form of questionnaires and tests. The data analysis technique used is quantitative descriptive and inferential statistical analysis of the t-test. The results of this study (1) have produced the design of interactive learning videos from the analysis stage to the evaluation stage, (2) have found out the validity of the experts, the score from the learning content expert is 96%, the score from the learning media expert is 96% and the score from the learning design expert is 94.66%. (3) have known the practicality based on individual, small group and field tests, the score from the individual trial was 97.3%, the score from the small group trial was 94.78% and (4) knowing the effectiveness of interactive learning videos based on problem based learning seen from the t-test calculation shows that there is a significant difference in learning outcomes before and after using interactive learning videos based on problem based learning. The post-test value is above the KKTP, it is concluded that the use of interactive learning videos based on problem based learning is effective in improving learning outcomes in class IV at SDN 1 Panji Anom.

Kata kunci : Development, Interactive learning videos, problem based learning, ADDIE, IPAS