

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS *PROBLEM
BASED LEARNING* PADA MUATAN PANCASILA KELAS IV SDN 2
BANJAR TEGAL SINGARAJA**

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ABSTRAK

Penelitian ini dilakukan karena pemanfaatan media digital yang belum diterapkan secara maksimal sehingga mempengaruhi hasil belajar siswa. Penelitian ini bertujuan untuk (1). Mendeskripsikan rancang bangun pengembangan multimedia interaktif pada muatan Pancasila kelas IV SDN 2 Banjar Tegal. (2). Mendeskripsikan validitas uji ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, uji coba perorangan, dan uji coba kelompok kecil pada produk multimedia interaktif pada muatan Pancasila kelas IV SDN 2 Banjar Tegal, serta (3). Mendeskripsikan efektivitas multimedia interaktif pada muatan Pancasila kelas IV SDN 2 Banjar Tegal setelah digunakan dalam pembelajaran. Penelitian ini tergolong jenis penelitian pengembangan dengan menggunakan model ADDIE yang terdiri atas lima tahapan yaitu tahap analisis, desain, pengembangan, implementasi dan evaluasi. Subjek yang terlibat dalam penelitian ini yakni 3 ahli dan siswa kelas 4 SDN 2 Banjar Tegal. Data dikumpulkan menggunakan metode wawancara, observasi, angket dan tes objektif tipe pilihan ganda. Teknik analisis data yaitu analisis deskriptif kualitatif, analisis deskriptif kuantitatif dan analisis statistika inferensial (uji-t). Hasil Penelitian menunjukkan validasi dengan hasil *review* ahli mata pelajaran dengan kualifikasi sangat baik (**95,5 %**), hasil *review* ahli desain pembelajaran dengan kualifikasi baik (**88,75%**), hasil *review* ahli media pembelajaran dengan kualifikasi sangat baik (**94%**), hasil uji coba perorangan dengan kualifikasi sangat baik (**92,44%**), hasil uji coba kelompok kecil dengan kualifikasi sangat baik (**94,81%**). Hasil efektivitas menunjukkan terdapat perbedaan perolehan hasil belajar siswa setelah menerapkan multimedia interaktif berbasis *problem based learning* pada muatan pancasila. Disimpulkan bahwa multimedia interaktif berbasis *problem based learning* layak dan efektif diterapkan pada muatan pancasila kelas IV SDN 2 Banjar Tegal.

Kata-kata Kunci: Pengembangan, Multimedia Interaktif, *Problem Based Learning*.

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ABSTRACT

This research was conducted because the use of digital media has not been implemented optimally, thus affecting student learning outcomes. This research aims to (1). Describe the design and development of interactive multimedia on Pancasila content for grade IV of SDN 2 Banjar Tegal. (2). Describe the validity of the expert test of learning content, learning design expert, learning media expert, individual trial, and small group trial on interactive multimedia products on Pancasila content for grade IV of SDN 2 Banjar Tegal, and (3). Describe the effectiveness of interactive multimedia on Pancasila content for grade IV of SDN 2 Banjar Tegal after being used in learning. This research is classified as a type of development research using the ADDIE model which consists of five stages, namely the analysis, design, development, implementation and evaluation stages. The subjects involved in this research were 3 experts and grade 4 students of SDN 2 Banjar Tegal. Data were collected using interview methods, observation, questionnaires and multiple choice objective tests. Data analysis techniques were qualitative descriptive analysis, quantitative descriptive analysis and inferential statistical analysis (t-test). The results of the study showed validation with the results of the review of subject experts with very good qualifications (95.5%), the results of the review of learning design experts with good qualifications (88.75%), the results of the review of learning media experts with very good qualifications (94%), the results of individual trials with very good qualifications (92.44%), the results of small group trials with very good qualifications (94.81%). The effectiveness results showed that there were differences in student learning outcomes after implementing interactive multimedia based on problem based learning on Pancasila content. It was concluded that interactive multimedia based on problem based learning was feasible and effective to be applied to Pancasila content for class IV SDN 2 Banjar Tegal.

Keywords: Development, Interactive Multimedia, Problem Based Learning