

PENGEMBANGAN MULTIMEDIA INTERAKTIF MARI BELAJAR PENINGGALAN SEJARAH (MELAJAH) BERBASIS PROBLEM BASED LEARNING PADA MATA PELAJARAN IPAS KELAS IV SD NO 4 JIMBARAN TAHUN PELAJARAN 2023/2024

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun multimedia interaktif Mari Belajar Peninggalan Sejarah (Melajah) berbasis *Problem Based Learning* pada mata pelajaran IPAS kelas IV SD No. 4 Jimbaran tahun pelajaran 2023/2024, (2) mengetahui kelayakan multimedia interaktif Mari Belajar Peninggalan Sejarah (Melajah) berbasis *Problem Based Learning* pada mata pelajaran IPAS kelas IV SD No. 4 Jimbaran tahun pelajaran 2023/2024, (3) mengetahui efektivitas multimedia interaktif Mari Belajar Peninggalan Sejarah (Melajah) berbasis *Problem Based Learning* pada mata pelajaran IPAS kelas IV SD No. 4 Jimbaran tahun pelajaran 2023/2024. Penelitian ini adalah penelitian yang menggunakan model pengembangan ADDIE. Metode pengumpulan data yang digunakan pada penelitian ini adalah metode tes dan kuesioner. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif, kualitatif dan analisis statistik inferensial. Hasil Penelitian adalah (1) Rancang bangun multimedia interaktif Melajah yang berupa diagram alir, *flowchart*, dan *storyboard* dengan hasil penilaian dari ahli rancang bangun sebesar 90% dengan kualifikasi (Sangat Baik), (2) Multimedia interaktif Melajah dinyatakan layak berdasarkan penilaian uji ahli isi mata pelajaran sebesar 92,50% dengan kualifikasi (Sangat Baik), uji ahli desain instruksional sebesar 90% dengan kualifikasi (Sangat Baik), uji ahli media pembelajaran sebesar 93,75% dengan kualifikasi (Sangat Baik), uji coba perorangan sebesar 91,67% dengan kualifikasi (Sangat Baik), dan uji coba kelompok kecil 93,43% dengan kualifikasi (Sangat Baik), (3) Berdasarkan hasil uji-t diperoleh bahwa nilai $t_{hitung} = 9,918$ sedangkan t_{tabel} dengan taraf signifikansi 5% dengan $dk = n - 1 = 26$ diperoleh t_{tabel} sebesar 1,706. Hal ini berarti $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Dapat disimpulkan bahwa pengembangan multimedia interaktif Mari Belajar Peninggalan Sejarah (Melajah) berbasis *Problem Based Learning* efektif diterapkan pada mata pelajaran IPAS kelas IV di SD No. 4 Jimbaran.

Kata kunci: Multimedia Interaktif, *Problem Based Learning*, IPAS

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA LET'S STUDY
HISTORICAL LEGISLATION (EXPLAIN) BASED ON PROBLEM BASED
LEARNING IN SUBJECTS
CLASS IV SCIENCE SCHOOL NO. 4 JIMBARAN
ACADEMIC YEAR 2023/2024**

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ABSTRACT

This study aims to (1) determine the design of interactive multimedia Let's Learn Historical Heritage (Melajah) based on Problem Based Learning in the subject of Social Sciences for grade IV of SD No. 4 Jimbaran in the 2023/2024 academic year, (2) determine the feasibility of interactive multimedia Let's Learn Historical Heritage (Melajah) based on Problem Based Learning in the subject of Social Sciences for grade IV of SD No. 4 Jimbaran in the 2023/2024 academic year, (3) determine the effectiveness of interactive multimedia Let's Learn Historical Heritage (Melajah) based on Problem Based Learning in the subject of Social Sciences for grade IV of SD No. 4 Jimbaran in the 2023/2024 academic year. This study is a study that uses the ADDIE development model. The data collection methods used in this study are test and questionnaire methods. The data analysis techniques used are quantitative descriptive analysis, qualitative analysis and inferential statistical analysis. The results of the study are (1) The design of interactive multimedia Melajah in the form of flow diagrams, flowcharts, and storyboards with the assessment results from design experts of 90% with qualifications (Very Good), (2) Interactive multimedia Melajah is declared feasible based on the assessment of the subject content expert test of 92.50% with qualifications (Very Good), the instructional design expert test of 90% with qualifications (Very Good), the learning media expert test of 93.75% with qualifications (Very Good), individual trials of 91.67% with qualifications (Very Good), and small group trials of 93.43% with qualifications (Very Good), (3) Based on the results of the t-test, it was obtained that the t count value = 9.918 while the t table with a significance level of 5% with $dk = n - 1 = 26$ obtained a t table of 1.706. This means that $t \text{ count} > t \text{ table}$ so that H_0 is rejected and H_1 is accepted. It can be concluded that the development of interactive multimedia Let's Learn Historical Heritage (Melajah) based on Problem Based Learning is effectively applied to the subject of science for grade IV at SD No. 4 Jimbaran.

Keywords: *Interactive Multimedia, Problem Based Learning, Science*