

**PENGEMBANGAN MULTIMEDIA INTERAKTIF
BERBASIS *PROBLEM BASED LEARNING*
MATA PELAJARAN IPAS MATERI TUMBUHAN
SUMBER KEHIDUPAN DI BUMI
UNTUK KELAS IV SDN 5 KERAMAS
TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun multimedia interaktif berbasis *problem based learning* mata pelajaran IPAS, (2) mengetahui kelayakan multimedia interaktif berbasis *problem based learning* mata pelajaran IPAS, dan (3) mengetahui efektivitas multimedia interaktif berbasis *problem based learning* mata pelajaran IPAS. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan metode tes objektif. Teknik analisis data menggunakan teknik deskriptif kuantitatif dan statistik inferensial uji-t. Hasil penelitian menemukan bahwa (1) rancang bangun multimedia interaktif berbasis *problem based learning* memperoleh hasil penilaian ahli rancang bangun sebesar 92,5% dengan kualifikasi sangat baik, (2) kelayakan multimedia interaktif berbasis *problem based learning* memperoleh hasil penilaian dari ahli isi pembelajaran sebesar 92,5% dengan kualifikasi sangat layak; hasil penilaian dari ahli desain instruksional sebesar 95% dengan kualifikasi sangat layak; hasil penilaian dari ahli media pembelajaran sebesar 92,5% dengan kualifikasi sangat layak; hasil uji coba perorangan sebesar 95% dengan kualifikasi sangat layak, hasil uji coba kelompok kecil sebesar 94,44% dengan kualifikasi sangat layak, (3) efektivitas multimedia interaktif berbasis *problem based learning* berdasarkan hasil uji-t *sample dependent* diperoleh $t_{hitung} = 9,864$ untuk $dk = 26$ dan taraf signifikansi $5\% = 1,706$. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa multimedia interaktif berbasis *problem based learning* efektif untuk diterapkan pada mata pelajaran IPAS materi Tumbuhan Sumber Kehidupan di Bumi untuk kelas IV di SD Negeri 5 Keramas Tahun Ajaran 2024/2025.

Kata Kunci: Multimedia Interaktif, *Problem Based Learning*, Mata Pelajaran IPAS

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA
BASED ON PROBLEM BASED LEARNING
SCIENCE AND SCIENCE OF PLANT MATERIALS
SOURCE OF LIFE ON EARTH
FOR GRADE IV SDN 5 SHAMPOO
SCHOOL YEAR 2024/2025**

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ABSTRACT

This study aims to (1) describe the design of interactive multimedia based on problem based learning for the subject of science, (2) determine the feasibility of interactive multimedia based on problem based learning for the subject of science, and (3) determine the effectiveness of interactive multimedia based on problem based learning for the subject of science. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used are the questionnaire method and the objective test method. The data analysis technique uses quantitative descriptive techniques and t-test inferential statistics. The results of the study found that (1) the design of interactive multimedia based on problem based learning obtained an assessment result from design experts of 92.5% with very good qualifications, (2) the feasibility of interactive multimedia based on problem based learning obtained an assessment result from learning content experts of 92.5% with very decent qualifications; the assessment result from instructional design experts of 95% with very decent qualifications; the assessment result from learning media experts of 92.5% with very decent qualifications; the results of individual trials were 95% with very feasible qualifications, the results of small group trials were 94.44% with very feasible qualifications, (3) the effectiveness of interactive multimedia based on problem based learning based on the results of the dependent sample t-test obtained t count = 9.864 for $dk = 26$ and a significance level of $5\% = 1.706$. This means that t count $>$ t table, so H_0 is rejected and H_1 is accepted. Thus, the results of this study indicate that interactive multimedia based on problem based learning is effective to be applied to the subject of Science on the material of Plants as a Source of Life on Earth for class IV at SD Negeri 5 Keramas in the 2024/2025 Academic Year.

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