

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN
INTERAKTIF BERBASIS *PROBLEM BASED LEARNING*
MATERI IMPLEMENTASI NILAI-NILAI PANCASILA
DI ERA GLOBALISASI SISWA KELAS IV
SD NUSA DUA**

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ABSTRAK

Penelitian ini bertujuan (1) mendeskripsikan rancang bangun video pembelajaran interaktif berbasis *problem based learning* materi implementasi nilai-nilai Pancasila di era globalisasi, (2) mengetahui kualitas video pembelajaran interaktif berbasis *problem based learning* materi implementasi nilai-nilai Pancasila di era globalisasi yang ditinjau dari rancang bangun, isi, desain instruksional, media pembelajaran, uji coba perorangan dan kelompok kecil, (3) mengetahui efektivitas video pembelajaran interaktif berbasis *problem based learning* materi implementasi nilai-nilai Pancasila di era globalisasi. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) Rancang bangun media video pembelajaran dengan hasil penilaian dari ahli rancang bangun dengan persentase 90,90% yang berada pada kualifikasi (sangat baik). (2) Kualitas video pembelajaran menunjukkan hasil uji ahli isi muatan pelajaran sebesar 93,33% (sangat baik), uji ahli desain instruksional sebesar 90,62% (sangat baik), uji ahli media pembelajaran sebesar 91,66% (sangat baik), uji coba perorangan sebesar 96,66% (sangat baik) dan uji coba kelompok kecil sebesar 96,11% (sangat baik). (3) Efektivitas video pembelajaran berdasarkan hasil uji-t diperoleh t_{hitung} sebesar 12,370. Kemudian nilai t_{hitung} dibandingkan dengan nilai t_{tabel} . Nilai t_{tabel} untuk db 33 dengan taraf signifikansi 5% ($\alpha = 0,05$) adalah 1,692. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian dapat disimpulkan bahwa media video pembelajaran interaktif berbasis *problem based learning* efektif digunakan pada muatan Pendidikan Pancasila materi implementasi nilai-nilai Pancasila di era globalisasi pada siswa kelas IV SD Nusa Dua.

Kata Kunci: Video Pembelajaran Interaktif, *Problem Based Learning*

**DEVELOPMENT OF LEARNING VIDEO MEDIA
INTERAKTIF BERBASIS PROBLEM BASED LEARNING
MATERIAL ON THE IMPLEMENTATION OF PANCASILA VALUES
IN THE ERA OF GLOBALIZATION, GRADE IV STUDENTS
SD NUSA DUA**

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ABSTRACT

This study aims to (1) describe the design of problem-based learning-based interactive learning videos for the implementation of Pancasila values in the era of globalization, (2) to determine the quality of problem-based interactive learning videos for the implementation of Pancasila values in the era of globalization as reviewed from the design, content, instructional design, learning media, individual and small group trials, (3) to find out the effectiveness of interactive learning videos based on problem-based learning material for the implementation of Pancasila values in the era of globalization. This research is a development research that uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection methods used are questionnaire and test methods. The data analysis technique uses quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research show that: (1) Design and build learning video media with the results of assessment from design experts with a percentage of 90.90% who are qualified (very good). (2) The quality of learning videos showed the results of the expert test of lesson content content of 93.33% (very good), the test of institutional design experts of 90.62% (very good), the test of learning media experts of 91.66% (very good), the individual test of 96.66% (very good) and the small group test of 96.11% (very good). (3) The effectiveness of learning videos based on the results of the t-test was calculated at 12,370. Then the value of the count is compared with the value of the table. The ttable value for db 33 with a significance level of 5% ($\alpha = 0.05$) is 1.692. This means that the $t_{count} > t_{table}$, so that H_0 is rejected and H_1 is accepted. Thus, it can be concluded that problem-based learning-based interactive learning video media is effectively used in the content of Pancasila Education, material for the implementation of Pancasila values in the era of globalization in the fourth grade students of SD Nusa Dua.

Keywords: *Interactive Learning Videos, Problem Based Learning*