

**PENGEMBANGAN MULTIMEDIA *SAINS* INTERAKTIF BERBASIS
PROBLEM BASED LEARNING DENGAN *SMART APPS CREATOR*
BERNUANSA KEARIFAN LOKAL BALI UNTUK MENINGKATKAN
MINAT BELAJAR SISWA PADA IPAS TOPIK BUMI BERUBAH KELAS
V SD**

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ABSTRAK

Penelitian pengembangan ini didasari dengan adanya masalah yang berkaitan dengan rendahnya minat belajar siswa pada muatan IPAS, yang diakibatkan dari sulitnya mengaitkan teori dengan praktik nyata. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan multimedia *sains* interaktif berbasis PBL bernuansa kearifan lokal Bali untuk meningkatkan minat belajar siswa kelas V Sekolah Dasar yang valid, praktis dan efektif. Penelitian yang dilakukan adalah penelitian pengembangan (RND) serta menggunakan model pengembangan ADDIE. Metode dari pengumpulan data menggunakan angket. Objek penelitian ini yaitu validitas, kepraktisan dan efektivitas multimedia *sains* interaktif yang dikembangkan, subjek dalam penelitian ini yaitu 34 orang siswa kelas V. Rancang bangun multimedia *sains* interaktif dibuat dalam bentuk *storyboard*, kemudian diwujudkan menjadi multimedia *sains* interaktif, hasil validitas media memperoleh nilai ahli materi 0,89, dan ahli media memperoleh nilai 0,88 dengan kualifikasi validitas tinggi, kemudian hasil penilaian kepraktisan guru memperoleh 97% dan kepraktisan siswa memperoleh 96,2% dengan predikat sangat praktis. Uji efektivitas memperoleh signifikansi sebesar 0,000 yang menunjukkan $F_{hitung} < F_{tabel}$, sehingga multimedia *sains* interaktif berbasis *problem based learning* dengan *smart apps creator* bernuansa kearifan lokal Bali efektif untuk meningkatkan minat belajar siswa.

Kata kunci : Multimedia *sains* interaktif, *Smart apps creator*, Minat belajar siswa.

**MULTIMEDIA DEVELOPMENT SCIENCE BASED INTERACTIVE
PROBLEM BASED LEARNING WITH SMART APPS CREATOR WITH
NUANCES OF LOCAL BALI WISDOM TO INCREASE STUDENTS'
INTEREST IN LEARNING IN THE SCIENCE TOPIC OF THE
CHANGING EARTH IN CLASS V OF PRIMARY SCHOOL**

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ABSTRACT

This development research is based on the issue of low student interest in learning Science, which is caused by the difficulty of relating theory to real-life practice. Therefore, this study aims to develop an interactive science multimedia based on Problem-Based Learning (PBL) with local Balinese wisdom to improve the learning interest of fifth-grade elementary school students, which is valid, practical, and effective. The research conducted is development research (RND) using the ADDIE development model. The data collection method uses questionnaires. The objects of this research are the validity, practicality, and effectiveness of the developed interactive science multimedia, while the subjects of this study are 34 fifth-grade students. The design of the interactive science multimedia was made in the form of a storyboard, then realized into the interactive science multimedia. The validity results showed a score of 0.89 from the material expert and 0.88 from the media expert, indicating high validity. The practicality assessment by the teacher showed 97%, and the practicality assessment by students showed 96.2%, both with the qualification of being very practical. The effectiveness test showed a significance of 0.000, indicating that the calculated F value (F_{hitung}) is less than the table F value (F_{tabel}), thus the interactive science multimedia based on problem-based learning with smart apps creator featuring Balinese local wisdom is effective in enhancing students' learning interest.

Keywords : *Interactive science multimedia, Smart Apps Creator, Student learning interest.*