

**PENGEMBANGAN MEDIA *E-BOOK* INTERAKTIF *PROBLEM BASED LEARNING* MATERI SEJARAH PERJUANGAN BANGSA INDONESIA MUATAN IPAS SISWA KELAS V SD NEGERI 12 SESETAN**

Oleh

**I Komang Rama Pradipta, NIM 2111031270**

**Jurusan Pendidikan Dasar**

**ABSTRAK**

Penelitian ini bertujuan (1) Untuk mengetahui Rancang bangun media *E-Book* Interaktif *Problem Based Learning* Materi Sejarah Perjuangan Bangsa Indonesia Muatan IPAS Siswa Kelas V SD Negeri 12 Sesetan, (2) Untuk mengetahui kelayakan media *E-Book* Interaktif *Problem Based Learning* Materi Sejarah Perjuangan Bangsa Indonesia ditinjau dari uji ahli isi, uji ahli desain, uji ahli media, uji perorangan, dan uji kelompok kecil kelas V SD Negeri 12 Sesetan, (3) Untuk mengetahui efektivitas media *E-Book* Interaktif *Problem Based Learning* Materi Sejarah Perjuangan Bangsa Indonesia Muatan IPAS Siswa Kelas V SD Negeri 12 Sesetan. Dalam penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan yaitu melalui tes objektif pilihan ganda, kuesioner, dan Teknik analisis deskriptif kuantitatif dan statistik inferensial. Hasil penelitian adalah (1) Rancang bangun media *E-Book* Interaktif dengan hasil penilaian dari ahli rancang bangun sebesar 90,9% dengan kualifikasi (Sangat Baik), (2) media *E-Book* Interaktif dinyatakan layak berdasarkan penilaian uji ahli isi mata pelajaran sebesar 90% dengan kualifikasi (Sangat Baik), uji ahli desain instruksional sebesar 90,9% dengan kualifikasi (Sangat Baik), uji ahli media pembelajaran sebesar 91,1% dengan kualifikasi (Sangat Baik), uji coba perorangan sebesar 90% dengan kualifikasi (Sangat Baik), dan uji coba kelompok kecil sebesar 90,5% dengan kualifikasi (Sangat Baik), (3) Berdasarkan hasil uji-t berkorelasi diperoleh hasil  $t_{hitung} = 11,36$ . Kemudian harga  $t_{hitung}$  dibandingkan dengan harga  $t_{tabel}$  dengan db 25 dan taraf signifikan 5% ( $\alpha = 0,05$ ) adalah 2,060. Hal ini berarti  $t_{hitung} > t_{tabel}$  ( $11,36 > 2,060$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Jadi dapat disimpulkan bahwa media *E-Book* Interaktif *Problem Based Learning* efektif untuk diterapkan pada materi Sejarah Perjuangan Bangsa Indonesia muatan IPAS pada siswa kelas V SD Negeri 12 Sesetan.

**Kata kunci:** *E-Book* Interaktif, *Problem Based Learning*, IPAS

**DEVELOPMENT OF INTERACTIVE E-BOOK MEDIA PROBLEM BASED  
LEARNING ON THE HISTORY OF THE INDONESIAN NATION'S  
STRUGGLE FOR GRADE V STUDENTS OF STATE ELEMENTARY  
SCHOOL 12 SESETAN**

**By**

***I Komang Rama Pradipta, NIM 2111031270***

***Elementary Education Department***

**ABSTRACT**

*This study aims to (1) To determine the design of Interactive E-Book media Problem Based Learning on the History of the Indonesian Nation's Struggle for Science Content for Grade V Students of STATE ELEMENTARY SCHOOL 12 SeseTan, (2) To determine the feasibility of Interactive E-Book media Problem Based Learning on the History of the Indonesian Nation's Struggle for Science Content in terms of content expert tests, design expert tests, media expert tests, individual tests, and small group tests for grade V students of STATE ELEMENTARY SCHOOL 12 SeseTan, (3) To determine the effectiveness of Interactive E-Book media Problem Based Learning on the History of the Indonesian Nation's Struggle for Science Content for Grade V Students of STATE ELEMENTARY SCHOOL 12 SeseTan. In this development research using the ADDIE model. The data collection method used is through multiple choice objective tests, questionnaires, and quantitative descriptive analysis techniques and inferential statistics. The results of the study are (1) The design of the Interactive E-Book media with the assessment results of the design experts of 90.9% with qualifications (Very Good), (2) the Interactive E-Book media is declared feasible based on the assessment of the subject content expert test of 90% with qualifications (Very Good), the instructional design expert test of 90.9% with qualifications (Very Good), the learning media expert test of 91.1% with qualifications (Very Good), individual trials of 90% with qualifications (Very Good), and small group trials of 90.5% with qualifications (Very Good), (3) Based on the results of the correlated t-test, the results of  $t_{count} = 11.36$  were obtained. Then the  $t_{count}$  price compared with the  $t_{table}$  price with  $db$  25 and a significance level of 5% ( $\alpha = 0.05$ ) is 2.060. This means that  $t_{count} > t_{table}$  ( $11.36 > 2.060$ ), so  $H_0$  is rejected and  $H_1$  is accepted. So it can be concluded that the Interactive E-Book Problem Based Learning media is effective to be applied to the History of the Indonesian Nation's Struggle material for the IPA content for grade V students of SD Negeri 12 SeseTan.*

***Keywords:*** Interactive E-Book, Problem Based Learning, IPA