

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS *PROBLEM
BASED LEARNING* MATERI MACAM-MACAM PERLAWANAN PADA
MATA PELAJARAN IPAS KELAS VI SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun multimedia interaktif berbasis *problem based learning* pada materi macam-macam perlawanan pada mata pelajaran IPAS kelas VI sekolah dasar, (2) mengetahui validitas multimedia interaktif berbasis *problem based learning* pada materi macam-macam perlawanan ditinjau dari isi, desain, media, uji coba perorangan, dan uji coba kelompok kecil kelas VI sekolah dasar, (3) mengetahui efektivitas multimedia interaktif berbasis *problem based learning* pada materi macam-macam perlawanan pada mata pelajaran IPAS kelas VI sekolah dasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilakukan dengan menggunakan metode tes berupa soal pilihan ganda 4 opsi untuk mengetahui hasil belajar siswa terkait materi macam-macam perlawanan. Hasil penelitian pengembangan ini berupa (1) rancang bangun multimedia interaktif berdasarkan hasil penilaian ahli rancang bangun sebesar 90,09%, (2) multimedia interaktif ini dinyatakan layak berdasarkan hasil penilaian ahli isi pembelajaran sebesar 92,85%, penilaian ahli desain instruksional sebesar 95%, penilai ahli media pembelajaran sebesar 92,04%, hasil uji coba perorangan sebesar 94,16%, dan uji coba kelompok kecil sebesar 92,77%, (3) berdasarkan uji-t *sample dependent* diperoleh nilai $t_{hitung} = 11,203$ sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $Dk = (25-1) = 24$ diperoleh $t_{tabel} = 1,71$. Hasil tersebut menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($11,203 > 1,71$) sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa multimedia interaktif berbasis *problem based learning* efektif untuk diterapkan dalam pembelajaran materi macam-macam perlawanan pada mata pelajaran IPAS siswa kelas VI di SD No. 1 Sobangan.

Kata Kunci: pengembangan, multimedia interaktif, *problem based learning*, IPAS

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON
PROBLEM BASED LEARNING ON RESISTANCE TYPES IN
ELEMENTARY SCHOOL GRADE VI SCIENCE SUBJECT**

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ABSTRACT

This study aims to (1) describe the design of interactive multimedia based on problem based learning on the subject of resistance in elementary school grade VI science, (2) determine the validity of interactive multimedia based on problem based learning on the subject of resistance in terms of content, design, media, individual trials, and small group trials in elementary school grade VI, (3) determine the effectiveness of interactive multimedia based on problem based learning on the subject of resistance in elementary school grade VI science. This study uses the ADDIE development model. The data collection method is carried out using a test method in the form of 4-option multiple choice questions to determine student learning outcomes related to the subject of resistance. The results of this development research are in the form of (1) interactive multimedia design based on the assessment results of design experts of 90.09%, (2) this interactive multimedia is declared feasible based on the assessment results of learning content experts of 92.85%, assessment of instructional design experts of 95%, assessment of learning media experts of 92.04%, individual trial results of 94.16%, and small group trials of 92.77%, (3) based on the dependent sample t-test, the t-value is obtained = 11.203 while the t-table value at a significance level of 5% and $Dk = (25-1) = 24$, the t-table is obtained = 1.71. These results indicate that $t\text{-count} > t\text{-table}$ ($11.203 > 1.71$) so that H_0 is rejected and H_1 is accepted. Thus, it can be concluded that interactive multimedia based on problem based learning is effective to be applied in learning the material of various types of resistance in the subject of science for grade VI students at SD No. 1 Sobangan.

Keywords: *development, interactive multimedia, problem based learning, IPAS*