

**PENGEMBANGAN MEDIA *E-BOOK* INTERAKTIF BERBASIS VAK
UNTUK MENINGKATKAN HASIL BELAJAR SISWA
PADA PEMBELAJARAN IPS KELAS IV
SD NEGERI 5 KARANGASEM**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media E-Book interaktif, (2) mendeskripsikan hasil validitas pengembangan media E-Book interaktif, (3) mendeskripsikan kepraktisan media E-Book interaktif, dan (4) menganalisis efektivitas media E-Book interaktif, dalam meningkatkan hasil belajar. Jenis penelitian ini adalah penelitian pengembangan dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode yang digunakan adalah kuantitatif. Metode pengumpulan data yang digunakan adalah metode observasi, wawancara, Instrumen kuisisioner, dan tes pilihan ganda. Hasil penelitian menunjukkan bahwa: (1) rancangan bangun E-Book interaktif ini dirancang melalui tahapan pengembangan ADDIE. (2) hasil validitas E-Book interaktif dengan kualifikasi sangat baik, nilai skor dari ahli media 4,933 dan ahli materi diperoleh nilai 4,625. (3) hasil respons praktisi guru memperoleh nilai 95,83% dengan kualifikasi sangat baik, respons praktisi siswa memperoleh nilai 97,41% dengan kualifikasi sangat baik. Dengan demikian E-Book interaktif yang dikembangkan dinyatakan valid dan layak digunakan. (4) Hasil Efektivitas E-Book interaktif yang dikembangkan memperoleh nilai signifikansi (*2-tailed*) pada uji-berkolerasi memperoleh nilai sebesar 0,001, atau $p < 0,05$ (taraf signifikansi 5%). Sehingga media E-Book Interaktif berbasis VAK efektif untuk meningkatkan Hasil belajar IPS siswa kelas IV Sekolah Dasar.

Kata-kata kunci : E-Book Interaktif, VAK (*Visual, Auditory, Khinesthetic*), Sejarah Kerajaan-kerajaan di Nusantara, Hasil Belajar.

**DEVELOPMENT OF VAK-BASED INTERACTIVE E-BOOK MEDIA TO
IMPROVE STUDENT LEARNING OUTCOMES
IN SOCIAL STUDIES LEARNING CLASS IV
STATE ELEMENTARY 5 KARANGASEM**

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ABSTRACT

This study aims to (1) describe the design and construction of interactive E-Book media, (2) describe the results of the validity of the development of interactive E-Book media, (3) describe the practicality of interactive E-Book media, and (4) analyze the effectiveness of interactive E-Book media, in improving learning outcomes. This type of research is development research with the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The method used is quantitative. The data collection methods used were observation methods, interviews, questionnaire instruments, and multiple-choice tests. The results of the study show that: (1) the design of this interactive E-Book is designed through the ADDIE development stage. (2) the results of the validity of the interactive E-Book with very good qualifications, the score from media experts was 4.933 and the material expert obtained a score of 4.625. (3) The results of the teacher's practitioner's response obtained a score of 95.83% with very good qualifications, the student's practitioner response obtained a score of 97.41% with very good qualifications. Thus the interactive E-Book developed is declared valid and suitable for use. (4) The results of the Effectiveness of the interactive e-Book that was developed obtained a significance value (2-tailed) in the correlated test obtained a value of 0.001, or $p < 0.05$ (significance level of 5%). So that VAK-based Interactive E-Book media is effective in improving social studies learning outcomes for grade IV elementary school students.

Keywords: *Interactive E-Book, VAK (Visual, Auditory, Khinesthetic), History of Kingdoms in the Archipelago, Learning Outcomes.*