

PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS PROFIL PELAJAR PANCASILA MUATAN PENDIDIKAN PANCASILA PADA SISWA KELAS IV SD NO 2 BONGKASA PERTIWI

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, mengetahui hasil validitas ditinjau dari uji ahli isi, uji ahli desain intruksional, uji ahli media pembelajaran, mengetahui hasil kepraktisan ditinjau dari uji pendidik, uji perorangan, dan uji kelompok kecil muatan Pendidikan Pancasila serta mengetahui efektivitas multimedia interaktif berbasis profil pelajar Pancasila muatan Pendidikan Pancasila pada siswa kelas IV sekolah dasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilakukan melalui metode non-tes berupa angket dan metode tes. Hasil penelitian pengembangan ini terdiri dari (1) rancang bangun multimedia interaktif berbasis profil pelajar Pancasila berupa *flowchart* dan *storyboard* berdasarkan tahapan model *ADDIE* untuk menghasilkan multimedia interaktif yang berbentuk file *Microsoft PowerPoint* serta dapat diakses melalui tautan *Google Drive*, (2) hasil validitas isi multimedia interaktif berbasis profil pelajar Pancasila dinyatakan valid berdasarkan hasil penilaian ahli isi mata pelajaran sebesar 95,83% dengan kualifikasi sangat baik, penilaian uji ahli desain instruksional sebesar 92,5% dengan kualifikasi sangat baik, penilaian uji ahli media pembelajaran sebesar 93,75% dengan kualifikasi sangat baik, (3) hasil kepraktisan multimedia interaktif berbasis profil pelajar Pancasila dinyatakan praktis berdasarkan hasil uji coba pendidik, uji coba perorangan, dan uji coba kelompok kecil sebesar 94,067% dengan kualifikasi sangat baik, (3) berdasarkan hasil uji efektivitas menggunakan rumus uji-t dependent diperoleh nilai diperoleh $t_{hitung} = 15,298$ yang selanjutnya dibandingkan dengan taraf signifikan 5% dengan $dk = n - 1 = 13 - 1 = 12$ diperoleh $t_{tabel} = 2,178$ yang menyatakan bahwa terdapat perbedaan yang signifikan antara sebelum dan sesudah penggunaan multimedia interaktif berbasis profil pelajar Pancasila. Berdasarkan perhitungan tersebut diperoleh bahwa $t_{hitung} > t_{tabel}$, maka H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa multimedia interaktif berbasis profil pelajar Pancasila muatan Pendidikan Pancasila efektif diterapkan pada peserta didik sekolah dasar.

Kata kunci: Multimedia interaktif, Profil Pelajar Pancasila, Pendidikan Pancasila, Model ADDIE, Kurikulum Merdeka

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON
PANCASILA STUDENT PROFILE OF PANCASILA EDUCATION
CONTENT FOR GRADE IV STUDENTS OF SD NO 2 BONGKASA
PERTIWI**

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ABSTRACT

This study aims to describe the design, find out the validity results reviewed from the content expert test, instructional design expert test, learning media expert test, find out the practicality results reviewed from the educator test, individual test, and small group test of Pancasila Education content and find out the effectiveness of interactive multimedia based on Pancasila student profile of Pancasila Education content for grade IV elementary school students. This study uses the ADDIE development model. The data collection method is carried out through non-test methods in the form of questionnaires and test methods. The results of this development research consist of (1) the design of interactive multimedia based on the Pancasila student profile in the form of a flowchart and storyboard based on the ADDIE model stages to produce interactive multimedia in the form of a Microsoft PowerPoint file and can be accessed via a Google Drive link, (2) the results of the validity of the content of interactive multimedia based on the Pancasila student profile are declared valid based on the results of the assessment of subject content experts of 95.83% with very good qualifications, the assessment of the instructional design expert test of 92.5% with very good qualifications, the assessment of the learning media expert test of 93.75% with very good qualifications, (3) the results of the practicality of interactive multimedia based on the Pancasila student profile are declared practical based on the results of the educator trial, individual trials, and small group trials of 94.067% with very good qualifications, (3) based on the results of the effectiveness test using the dependent t-test formula, the value obtained is $t_{count} = 15.298$ which is then compared with a significance level of 5% with $dk = n - 1 = 13 - 1 = 12$, $t_{table} = 2.178$ is obtained which states that there is a significant difference between before and after the use of interactive multimedia based on Pancasila student profiles. Based on the calculation, it is obtained that $t_{count} > t_{table}$, then H_0 is rejected and H_1 is accepted. So it can be concluded that interactive multimedia based on Pancasila student profiles, Pancasila Education content is effectively applied to elementary school students.

Keywords: *Interactive multimedia, Pancasila Student Profile, Pancasila Education, ADDIE Model, Independent Curriculum*