

PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS *PBL* MATA PELAJARAN IPAS MATERI CERITA TENTANG DAERAH KU PADA SISWA KELAS IV SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan rancang bangun, menguji validitas, kepraktisan, dan efektivitas multimedia interaktif berbasis *PBL* mata pelajaran IPAS materi Cerita Tentang Daerahku pada siswa Sekolah Dasar. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek penelitian ini adalah 4 orang ahli, 2 orang guru, dan 9 orang siswa, serta 1 rombongan belajar siswa kelas IV SD Negeri 1 Kubu. Objek penelitian ini adalah validitas, kepraktisan, dan efektivitas multimedia interaktif berbasis *PBL*. Metode pengumpulan data yang digunakan yaitu metode wawancara, observasi, kuesioner, dan tes. Teknik pengumpulan data yang digunakan yaitu teknik analisis deskriptif kuantitatif dan teknik statistik inferensial uji-t. Hasil penelitian menunjukkan bahwa: (1) rata-rata hasil penilaian validitas dari ahli isi sebesar 0,98, ahli desain sebesar 0,95, dan ahli media sebesar 0,88 yang termasuk dalam kategori validitas sangat tinggi, (2) tingkat kepraktisan multimedia interaktif oleh guru sebesar 98,75%, sedangkan oleh siswa pada uji coba perorangan sebesar 96,66%, dan uji coba kelompok kecil sebesar 99,56% yang dikualifikasikan sangat baik, serta (3) efektivitas multimedia interaktif berdasarkan hasil perhitungan menggunakan uji-t *sample dependent* diperoleh $t_{hitung} = 9,948$ untuk $dk = 21$ dan taraf signifikansi $5\% = 1,721$. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima, sehingga multimedia interaktif berbasis *PBL* dinyatakan efektif untuk meningkatkan hasil belajar siswa pada mata pelajaran IPAS materi Cerita Tentang Daerahku pada siswa kelas IV Sekolah Dasar.

Kata Kunci: Multimedia Interaktif, *PBL*, Mata Pelajaran IPAS

DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON PBL IPAS SUBJECT STORY MATERIAL ABOUT MY REGION IN STUDENTS GRADE IV PRIMARY SCHOOL

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ABSTRACT

This research aims to produce a design, test the validity, practicality, and effectiveness of interactive multimedia based on PBL IPAS subjects Stories About My Region material in elementary school students. This development research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The subjects of this study are 4 experts, 2 teachers, and 9 students, as well as 1 group of fourth grade students of SD Negeri 1 Kubu. The object of this research is the validity, practicality, and effectiveness of PBL-based interactive multimedia. The data collection methods used are interview, observation, questionnaire, and test methods. The data collection techniques used were quantitative descriptive analysis techniques and t-test inferential statistical techniques. The results of the study showed that: (1) the average validity assessment results from content experts were 0.98, design experts were 0.95, and media experts were 0.88 which were included in the very high validity category, (2) the level of interactive multimedia practicality by teachers was 98.75%, while by students in individual trials was 96.66%, and small group trials of 99.56% were very well qualified, and (3) the effectiveness of interactive multimedia based on the results of the calculation using the Sample Dependent T-test obtained $t_{count} = 9.948$ for $DK = 21$ and significance level $5\% = 1.721$. This means that the $t_{count} > t_{table}$, so that H_0 is rejected and H_1 is accepted, so that PBL-based interactive multimedia is declared effective in improving student learning outcomes in the IPAS subject of Stories About My Region material in grade IV elementary school students.

Keywords: Interactive Multimedia, PBL, IPAS Subjects