

**PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN
MEDIA APLIKASI MARBEL BUDAYA NUSANTARA TERHADAP
MINAT BELAJAR PADA MUATAN IPAS KELAS V GUGUS IX**

MENGWI

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ABSTRAK

Minat belajar berperan penting dalam menentukan keberhasilan siswa dalam memahami dan menguasai materi pelajaran. Minat belajar dapat ditingkatkan melalui pendekatan yang menarik, seperti penggunaan teknologi, metode pembelajaran inovatif, serta keterlibatan aktif siswa dalam proses belajar. Dengan minat yang tinggi, siswa cenderung lebih fokus, termotivasi, dan memiliki pemahaman yang lebih baik terhadap materi yang dipelajari. Maka diperlukan model dan media pembelajaran yang menarik dengan menjadikan proses pembelajaran lebih aktif, efektif dan kreatif yang dapat mendorong minat dalam belajar. Melihat dari hal tersebut, dilakukan penelitian yang bertujuan untuk mengetahui pengaruh model *problem based learning* berbantuan media aplikasi marbel budaya nusantara terhadap minat belajar peserta didik. Pendekatan penelitian ini adalah pendekatan kuantitatif dengan jenis penelitian *quasi experimental* menggunakan rancangan *non-equivalent post-test only control grup design*. Populasi pada penelitian ini adalah seluruh siswa kelas V SD Gugus IX Mengwi dengan total siswa 93 siswa dan 6 kelas. Teknik pengambilan sampel dilakukan dengan teknik *cluster random sampling* dan diperoleh sampel sebanyak 43 siswa, diantaranya 21 siswa kelas V SD No. 3 Gulingan sebagai kelompok eksperimen dan 22 siswa kelas V SD No. 4 Gulingan sebagai kelompok kontrol. Subjek data pada penelitian ini berupa minat belajar dengan menggunakan metode non-tes berupa lembar observasi kemudian dianalisis menggunakan analisis statistik inferensial (uji *independent sample t-test*). Berdasarkan hasil analisis data, diperoleh bahwa terdapat pengaruh yang signifikan penerapan model pembelajaran *problem based learning* berbantuan media aplikasi marbel budaya nusantara dapat meningkatkan minat belajar siswa. Implikasi penelitian ini yaitu model pembelajaran *problem based learning* berbantuan media aplikasi marbel budaya nusantara dapat menjadi acuan untuk menciptakan pembelajaran lebih menyenangkan, menarik dan efektif sesuai dengan kebutuhan siswa yang *modern*. Tentunya untuk meningkatkan minat belajar siswa.

Kata Kunci: *Problem Based Learning*, Marbel Budaya Nusantara, Minat Belajar

**THE EFFECT OF PROBLEM BASED LEARNING MODEL USED BY
MARBEL APPLICATION MEDIA BUDAYA NUSANTARA ON LEARNING
INTEREST IN SCIENCE CONTENT OF GRADE V GUGUS IX MENGWI**

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ABSTRACT

Learning interest plays an important role in determining students' success in understanding and mastering the subject matter. Learning interest can be increased through an interesting approach, such as the use of technology, innovative learning methods, and active student involvement in the learning process. With high interest, students tend to be more focused, motivated, and have a better understanding of the material being studied. Therefore, an interesting learning model and media are needed by making the learning process more active, effective and creative which can encourage interest in learning. Seeing this, a study was conducted which aims to determine the effect of the problem based learning model assisted by the Nusantara culture marble application media on students' learning interest. The approach to this research is a quantitative approach with a quasi-experimental research type using a non-equivalent post-test only control group design. The population in this study were all fifth grade students of SD Gugus IX Mengwi with a total of 93 students and 6 classes. The sampling technique was carried out using the cluster random sampling technique and a sample of 43 students was obtained, including 21 fifth grade students of SD No. 3 Gulingan as the experimental group and 22 fifth grade students of SD No. 4 Gulingan as the control group. The data subjects in this study were in the form of learning interests using non-test methods in the form of observation sheets then analyzed using inferential statistical analysis (independent sample t-test). Based on the results of data analysis, it was obtained that there was a significant influence of the application of the problem based learning model assisted by the Marbel Nusantara culture application media to increase students' interest in learning. The implication of this study is that the problem based learning model assisted by the Marbel Nusantara culture application media can be a reference for creating more enjoyable, interesting and effective learning according to the needs of modern students. Of course, to increase students' interest in learning..

Keywords: Problem Based Learning, Marbel Nusantara Culture, Learning Interest