PENGEMBANGAN *DIGITAL FUN BOOK* PETUALANGAN VIRTUAL BERBASIS *PROBLEM BASED LEARNING* PADA MATA PELAJARAN IPAS MATERI HARMONI DALAM EKOSISTEM KELAS V SD NEGERI 2 BLAHBATUH TAHUN PELAJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *digital fun book* petualangan *virtual* berbasis *problem based learning* pada mata pelajaran IPAS materi harmoni dalam ekosistem, (2) mengetahui kelayakan *digital fun book* petualangan *virtual* berbasis *problem based learning* pada mata pelajaran IPAS materi harmoni dalam ekosistem, dan (3) mengetahui efektivitas *digital fun book* petualangan *virtual* berbasis *problem based learning* pada mata pelajaran IPAS materi harmoni dalam ekosistem. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan metode tes objektif. Teknik analisis data menggunakan teknik deskriptif kuantitatif dan statistik inferensial uji-t. Hasil penelitian menemukan bahwa (1) rancang bangun *digital fun book* petualangan *virtual* memperoleh hasil penilaian ahli rancang bangun sebesar 91,67% (sangat baik), (2) kelayakan *digital fun book* petualangan *virtual* memperoleh hasil penilaian dari ahli isi pembelajaran sebesar 90% (sangat baik); hasil penilaian dari ahli desain instruksional sebesar 95% dengan kualifikasi sangat baik; hasil penilaian dari ahli media pembelajaran sebesar 95% (sangat baik); hasil uji coba perorangan sebesar 93,3% dengan kualifikasi sangat baik, hasil uji coba kelompok kecil sebesar 92,7% dengan kualifikasi sangat baik, (3) Hasil uji efektivitas *digital fun book* dianalisis menggunakan teknik statistika inferensial (uji-t) memperoleh hasil rata-rata post-test (90,47) > nilai BSKAP (86) efektivitas *digital fun book* petualangan *virtual* berdasarkan hasil uji-t sample dependent diperoleh t_{hitung} = 2.041 untuk dk = 20 dan taraf signifikansi 5% = 1,724. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa *digital fun book* petualangan *virtual* berbasis *problem based learning* efektif untuk diterapkan pada mata pelajaran IPAS materi Harmoni dalam Ekosistem untuk kelas V di SD Negeri 2 Blahbatuh Tahun Ajaran 2024/2025.

Kata Kunci : *digital fun book*, petualangan *virtual, problem based learning*, IPAS

DEVELOPMENT OF DIGITAL FUN BOOK VIRTUAL ADVENTURE BASED ON PROBLEM BASED LEARNING IN SCIENCE SUBJECT ON HARMONY IN ECOSYSTEMS OF GRADE V OF STATE ELEMENTARY SCHOOL 2 BLAHBATUH IN ACADEMIC YEAR 2024/2025

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ABSTRACT

This study aims to (1) describe the design of digital fun book virtual adventure based on problem based learning in science subjects on harmony in ecosystems, (2) determine the feasibility of digital fun book virtual adventure based on problem based learning in science subjects on harmony in ecosystems, and (3) determine the effectiveness of digital fun book virtual adventure based on problem based learning in science subjects on harmony in ecosystems. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used are the questionnaire method and the objective test method. Data analysis techniques used quantitative descriptive techniques and t-test inferential statistics. The results of the study found that (1) the design of the digital virtual adventure fun book obtained an assessment result from the design expert of 91.67% (very good), (2) the feasibility of the digital virtual adventure fun book obtained an assessment result from the learning content expert of 90% (very good); the assessment result from the instructional design expert was 95% with very good qualifications; the assessment result from the learning media expert was 95% (very good); the results of individual trials were 93.3% with very good qualifications, the results of small group trials were 92.7% with very good qualifications, (3) The results of the digital fun book effectiveness test were analyzed using inferential statistics techniques (t-test) obtaining an average post-test result (90.47) > BSKAP value (86) the effectiveness of the digital virtual adventure fun book based on the results of the dependent sample t-test obtained tcount = 2,041 for dk = 20 and a significance level of 5% = 1.724. This means that tcount > ttable, so H0 is rejected and H1 is accepted. Thus, the results of this study indicate that the digital fun book virtual adventure based on problem based learning is effective to be applied to the subject of Science on the subject of Harmony in Ecosystems for class V at SD Negeri 2 Blahbatuh in the 2024/2025 Academic Year.

Keywords*: digital fun book, virtual adventure, problem based learning, Science*