

**PENGAMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* BERBASIS
PROBLEM BASED LEARNING PADA MUATAN PELAJARAN
MATEMATIKA MATERI PECAHAN KELAS V SD NO. 4 DARMASABA**

Oleh

Ni Nyoman Ayu Ariesta Dewi, NIM 2111031120

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media pembelajaran *flipbook* berbasis *problem based learning* pada muatan pelajaran matematika materi pecahan, (2) mengetahui kelayakan media pembelajaran *flipbook* berbasis *problem based learning* pada muatan pelajaran matematika materi pecahan, (3) mengetahui efektivitas media pembelajaran *flipbook* berbasis *problem based learning* pada muatan pelajaran matematika materi pecahan. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode observasi, wawancara, kuesioner, dan tes. Teknik analisis data menggunakan Teknik analisis deskriptif kuantitatif, analisis deskriptif kualitatif, dan analisis statistik inferensial uji t. Hasil penelitian pengembangan ini menunjukkan bahwa (1) media pembelajaran *flipbook* merupakan media digital berbentuk sebuah link yang menyajikan materi pecahan dan terdapat latihan soal. (2) kelayakan media pembelajaran *flipbook* berbasis *problem based learning* pada muatan pelajaran matematika materi pecahan berdasarkan hasil uji isi/materi pelajaran memperoleh skor 93,33%, hasil uji desain instruksional memperoleh skor 95%, hasil uji media pembelajaran memperoleh skor 93,75%, hasil uji coba perorangan memperoleh skor 95,83%, dan hasil uji coba kelompok kecil memperoleh skor 92,78% dengan keseluruhan persentase skor mendapatkan kualifikasi sangat baik. (3) hasil efektivitas produk memperoleh $t_{hitung} = 17,65 > t_{tabel} = 1,70$ pada taraf signifikansi 5% untuk $db = 27$. Hasil tersebut menunjukkan bahwa H_0 ditolak dan H_1 diterima. H_1 berbunyi nilai rerata post test lebih dari KKTP yang menunjukkan bahwa terdapat perubahan pada hasil belajar peserta didik setelah penggunaan media pembelajaran *flipbook* berbasis *problem based learning*. Berdasarkan hal tersebut dapat disimpulkan produk media pembelajaran *flipbook* berbasis *problem based learning* layak dan efektif digunakan pada muatan pelajaran matematika materi pecahan kelas V SD No. 4 Darmasaba.

Kata Kunci: Media Pembelajaran *Flipbook*, *Problem Based Learning*, Muatan

Matematika, Materi Pecahan

**DEVELOPMENT OF FLIPBOOK LEARNING MEDIA BASED ON
PROBLEM BASED LEARNING IN MATHEMATICS SUBJECT OF
FRACTIONS IN GRADE V OF SD NO. 4 DARMASABA**

By

Ni Nyoman Ayu Ariesta Dewi, NIM 2111031120

Elementary Education Department

ABSTRACT

This study aims to (1) describe the design of flipbook learning media based on problem based learning in mathematics lesson content of fractions, (2) determine the feasibility of flipbook learning media based on problem based learning in mathematics lesson content of fractions, (3) determine the effectiveness of flipbook learning media based on problem based learning in mathematics lesson content of fractions. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used are observation, interview, questionnaire, and test methods. The data analysis technique uses quantitative descriptive analysis techniques, qualitative descriptive analysis, and inferential statistical analysis of the t-test. The results of this development research indicate that (1) flipbook learning media is a digital media in the form of a link that presents fraction material and contains practice questions. (2) the feasibility of flipbook learning media based on problem-based learning on the mathematics lesson content of fraction material based on the results of the content/lesson material test obtained a score of 93.33%, the results of the instructional design test obtained a score of 95%, the results of the learning media test obtained a score of 93.75%, the results of individual trials obtained a score of 95.83%, and the results of small group trials obtained a score of 92.78% with the overall percentage score getting a very good qualification. (3) the results of product effectiveness obtained $t_{count} = 17.65 > t_{table} = 1.70$ at a significance level of 5% for $db = 27$. These results indicate that H_0 is rejected and H_1 is accepted. H_1 states that the average post-test value is more than the KKTP which indicates that there is a change in student learning outcomes after using flipbook learning media based on problem-based learning. Based on this, it can be concluded that the flipbook learning media product based on problem based learning is feasible and effective to be used in the mathematics lesson content of fractions for class V of SD No. 4 Darmasaba.

Keywords: *Flipbook Learning Media, Problem Based Learning, Mathematics Content, Fractions Material*