

**PENGEMBANGAN MEDIA POWERPOINT INTERAKTIF BERBASIS
PROBLEM BASED LEARNING MATERI BANGUN DATAR MUATAN
MATEMATIKA KELAS V SD N 2 TEMBUKU**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, kelayakan, dan efektivitas dari media *powerpoint* interaktif berbasis *problem based learning* materi bangun datar muatan matematika di SD N 2 Tembuku. Penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data pada penelitian ini menggunakan metode tes dan angket/kuisisioner. Hasil penelitian ini melalui beberapa tahapan yaitu: rancang bangun berupa media digital interaktif dalam bentuk media *powerpoint* interaktif berbasis *problem based learning* untuk membelajarkan siswa mengenai muatan matematika, kelayakan media *powerpoint* interaktif berbasis *problem based learning* materi bangun datar muatan matematika didapatkan setelah mendapatkan *review* atau penilaian dari para ahli dan uji coba produk, berdasarkan dari hasil penelitian diperoleh yaitu hasil penilaian ahli rancang bangun media sebesar 93,75%, hasil penilaian uji isi/materi pembelajaran sebesar 96,87%, hasil penilaian uji desain pembelajaran sebesar 87,5%, hasil uji media pembelajaran sebesar 90%, hasil uji perorangan sebesar 93,74% dan hasil uji kelompok kecil sebesar 93,23%. Berdasarkan hasil penilaian tersebut media *powerpoint* interaktif berbasis *problem based learning* materi bangun datar muatan matematika berada dalam kategori layak untuk digunakan. Efektivitas media *powerpoint* interaktif berbasis *problem based learning* materi bangun datar muatan matematika berdasarkan hasil perhitungan menggunakan uji-t satu sampel memperoleh hasil nilai $t_{hitung} = 4.43$. Harga t_{hitung} tersebut dibandingkan dengan harga t_{tabel} pada taraf signifikansi 5% dengan $dk = (n-1) = 18-1 = 2.11$. hasil uji-t ini menunjukkan bahwa $t_{hitung} = 4.43 > t_{tabel} = 2.1$, maka dari itu H_0 ditolak dan H_1 diterima. Rerata *post-test* diperoleh sebesar 85,2 sedangkan nilai KKTP sebesar 75, ini artinya bahwa media *powerpoint* interaktif berbasis *problem based learning* materi bangun datar muatan matematika efektif digunakan pada siswa kelas V SD N 2 Tembuku.

Kata Kunci: ADDIE, Media interaktif berbasis *problem based learning*, Bangun datar, Matematika.

**DEVELOPMENT OF INTERACTIVE POWERPOINT MEDIA BASED ON
PROBLEM BASED LEARNING OF PLANE SHAPES IN MATHEMATICS
FOR GRADE V OF SD N 2 TEMBUKU**

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ABSTRACT

This study aims to describe the design, feasibility, and effectiveness of interactive powerpoint media based on problem based learning of plane shapes in mathematics at SD N 2 Tembuku. This development research uses the ADDIE model. The data collection method in this study uses the test and questionnaire methods. The results of this study went through several stages, namely: design and construction in the form of interactive digital media in the form of interactive powerpoint media based on problem-based learning to teach students about mathematical content, the feasibility of interactive powerpoint media based on problem-based learning of flat shape material for mathematical content was obtained after getting a review or assessment from experts and product trials, based on the results of the study, the results of the media design expert assessment were 93.75%, the results of the content/learning material test assessment were 96.87%, the results of the learning design test assessment were 87.5%, the results of the learning media test were 90%, the results of the individual test were 93.74% and the results of the small group test were 93.23%. Based on the results of the assessment, the interactive powerpoint media based on problem-based learning of flat shape material for mathematical content is in the category of being suitable for use. The effectiveness of interactive powerpoint media based on problem-based learning of flat shape material for mathematical content based on the results of calculations using a one-sample t-test obtained a t_{count} value = 4.43. The t_{count} value is compared with the t_{table} value at a significance level of 5% with $dk = (n-1) = 18-1 = 2.11$. The results of this t-test indicate that $t_{\text{count}} = 4.43 > t_{\text{table}} = 2.1$, therefore H_0 is rejected and H_1 is accepted. The average post-test obtained was 85.2 while the KKTP value was 75, this means that interactive powerpoint media based on problem based learning of flat shape material for mathematical content is effectively used on grade V students of SD N 2 Tembuku.

Keywords: ADDIE, Interactive media based on problem based learning, Flat shape, Mathematics.