

**PENGEMBANGAN MEDIA LEMBAR KERJA PESERTA DIDIK
INTERAKTIF BERBASIS *PROJECT BASED LEARNING* MATA
PELAJARAN MATEMATIKA MATERI BANGUN RUANG KELAS
IV SD NEGERI 2 LEBIH TAHUN AJARAN 2024/2025**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun LKPD Interaktif, (2) mengetahui kelayakan (3) mengetahui efektivitas media LKPD interaktif berbasis *project based learning* mata pelajaran matematika materi bangun ruang. Penelitian ini merupakan penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan kuesioner, tes objektif pilihan ganda, dan teknik analisis data deskriptif kuantitatif serta statistika inferensial. Hasil penelitian adalah (1) rancang bangun media LKPD interaktif berbentuk media digital yang memuat komponen seperti, halaman sampul, profil pengembang, prakata, daftar isi, petunjuk penggunaan, CP dan TP, materi bangun ruang berbasis *project based learning* yang disajikan dalam bentuk digital, dan halaman akhir yang dapat diakses secara fleksibel dengan perolehan nilai ahli rancang bangun 95% (sangat baik), (2) Hasil uji kelayakan produk LKPD interaktif terbukti layak berdasarkan: uji ahli isi /materi pelajaran sebesar 95,8% (sangat baik), uji ahli desain instruksional sebesar 95% (sangat baik), uji ahli media pembelajaran sebesar 92,5% (sangat baik), uji coba perorangan sebesar 93,5% (sangat baik), serta uji coba kelompok kecil sebesar 94,4% (sangat baik); (3) Hasil uji efektivitas e-komik dianalisis menggunakan teknik statistika inferensial (uji-t) memperoleh hasil rata-rata *post-test* (90,71) > nilai KKTP (86), sehingga H_0 ditolak dan H_1 diterima yang artinya terdapat perbedaan signifikan antara hasil *post-test* setelah menggunakan media LKPD interaktif berbasis *project based learning* dengan nilai KKTP. Setelah dilakukan perhitungan manual menggunakan uji-t didapatkan hasil yang menunjukkan nilai t_{hitung} (3,615) > t_{tabel} (1,725) pada taraf signifikansi 5% ($\alpha = 0,05$) dan $dk = 21$. Dengan demikian disimpulkan bahwa media pembelajaran LKPD interaktif mata pelajaran matematika berbasis *project based learning* efektif diterapkan pada materi mengidentifikasi sudut siswa kelas IV SD Negeri 2 Lebih.

Kata Kunci: LKPD interaktif, matematika, *project based learning*

**DEVELOPMENT OF INTERACTIVE WORKSHEET MEDIA BASED ON
PROJECT BASED LEARNING SUBJECT MATHEMATICS MATERIAL
BUILDING SPACE CLASS IV SD NEGERI 2 LEBIH
SCHOOL YEAR 2024/2025**

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ABSTRACT

This study aims to (1) describe the design of interactive LKPD, (2) determine its feasibility, and (3) determine the effectiveness of interactive LKPD media based on project-based learning in mathematics lessons on spatial figures. This study is a development study using the ADDIE development model. Data collection methods include questionnaires, multiple-choice objective tests, and quantitative descriptive data analysis techniques as well as inferential statistics. The research results are (1) the design of interactive LKPD media in the form of digital media containing components such as a cover page, developer profile, preface, table of contents, usage instructions, CP and TP, solid geometry material based on project-based learning presented in digital form, and a final page that can be accessed flexibly, with a design expert score of 95% (very good), (2) The results of the interactive LKPD product feasibility test proved feasible based on: content/subject matter expert testing at 95.8% (very good), instructional design expert testing at 95% (very good), learning media expert testing at 92.5% (very good), individual testing at 93.5% (very good), and small group testing at 94.4% (very good); (3) The results of the e-comic effectiveness test were analyzed using inferential statistical techniques (t-test), yielding an average post-test score (90.71) > KKTP score (86), thus rejecting H_0 and accepting H_1 , indicating a significant difference between the post-test results after using the interactive LKPD media based on project-based learning and the KKTP score. After manual calculations using the t-test, the results showed that the calculated t-value (3.615) > t-table (1.725) at a significance level of 5% ($\alpha = 0.05$) and $df = 21$. Therefore, it is concluded that the interactive LKPD learning media for mathematics based on project-based learning is effective when applied to the material on identifying angles for fourth-grade students at SD Negeri 2 Lebih.

Keywords: *interactive LKPD, mathematics, project-based learning*