

PENGEMBANGAN MEDIA PEMBELAJARAN E-BOOK INTERAKTIF BERBASIS *PROJECT BASED LEARNING* PADA MUATAN MATEMATIKA MATERI PERKALIAN DI KELAS V SD NEGERI 7 PEDUNGAN

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ABSTRAK

Studi ini dilakukan untuk (1) mengetahui rancang bangun media pembelajaran *e-book* interaktif berbasis *project based learning* pada muatan matematika materi perkalian, (2) mengetahui kelayakan media pembelajaran *e-book* interaktif berbasis *project based learning* pada muatan matematika materi perkalian, (3) mengetahui efektivitas media pembelajaran *e-book* interaktif berbasis *project based learning* pada muatan matematika materi perkalian. Jenis penelitian yang dilakukan adalah penelitian pengembangan dengan menggunakan model pengembangan *ADDIE* (*Analyze, Design, Development, Implementation, Evaluation*). Dalam penelitian ini, metode pengumpulan data menggunakan kuisioner dan tes. Hasil penelitian ini menemukan bahwa: (a) penilaian menurut ahli rancang bangun memperoleh persentase skor 90% dengan kualifikasi sangat baik; (b) penilaian ahli isi/materi pelajaran memperoleh persentase skor 93,75% dengan kualifikasi sangat baik; (c) penilaian ahli desain instruksional memperoleh persentase skor 90% dengan kualifikasi sangat baik; (d) penilaian ahli media pembelajaran memperoleh persentase skor 86,11% dengan kualifikasi baik; (e) penilaian uji coba perorangan memperoleh persentase skor 96,60% dengan kualifikasi sangat baik; (f) penilaian uji coba kelompok kecil memperoleh persentase skor 92,20% dengan kualifikasi sangat baik. Berdasarkan uji efektivitas dengan 28 orang siswa memperoleh hasil t_{hitung} sebesar 10,883 untuk dk 27 dan taraf signifikansi 5% = 1,703. Dengan demikian, harga $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Ini berarti, terdapat perbedaan yang signifikan (5%) sebelum dan sesudah menggunakan media pembelajaran. Implikasi dari penelitian ini yakni, secara empiris terbukti bahwa *e-book* interaktif berbasis *project based learning* layak digunakan pada proses pembelajaran berdasarkan hasil penilaian oleh subjek uji coba.

Kata Kunci: Pengembangan, *E-book* Interaktif, Media Pembelajaran

**LEARNING MEDIA DEVELOPMENT
INTERACTIVE E-BOOKS BASED ON PROJECT BASED LEARNING ON
MATHEMATICS CONTENT MATERIAL MATERIALS IN CLASS V SD
NEGERI 7 PEDUNGAN**

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ABSTRACT

This study was conducted for (1) Knowing the design of interactive e-book learning media based on Project Based Learning on Mathematics content of multiplication materials, (2) Knowing the feasibility of interactive e-book learning media based on Project Based Learning on Mathematics Mathematic Material Material, (3) Knowing the effectiveness of interactive E-Book learning media based on Project Based Learning on the mathematical content of multiplication material. The type of research conducted is development research using the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). In this study, data collection methods use questionnaires and tests. The results of this study found that: (a) Assessment according to the designer expert obtained a percentage of 90% score with very good qualifications; (b) the assessment of the content expert/subject matter obtains a percentage score of 93.75% with very good qualifications; (c) Assessment of Instructional Design Experts obtained a percentage of 90% score with very good qualifications; (d) Learning Media Expert Assessment obtained a percentage of 86.11% with good qualifications; (e) Individual trial assessment obtained a percentage of 96.60% with a very good qualification; (f) The assessment of small group trials obtained a percentage of 92.20% with very good qualifications. Based on the effectiveness test with 28 students obtained a tcount of 10,883 for DK 27 and a significance level of 5% = 1,703. Thus, the price of tcount > ttable so that H0 is rejected and H1 is accepted. This means, there are significant differences (5%) before and after using learning media. The implications of this study are, empirically, it is proven that interactive e-books based on Project Based Learning are feasible to use in the learning process based on the results of the assessment by the trial subject.

Keywords: *Development, Interactive E-Book, Learning Media*