

**PENGEMBANGAN VIDEO PEMBELAJARAN DESA TENGANAN
PEGRINGSINGAN BERBASIS *PROBLEM BASED LEARNING* MATERI
KEKAYAAN BUDAYA INDONESIA MUATAN IPAS PADA SISWA
KELAS IV SD NEGERI 2 NYUHTEBEL**

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ABSTRAK

Tujuan penelitian ini adalah (1) mengetahui kualitas rancang bangun video pembelajaran Desa Tenganan Pegringsingan berbasis *Problem Based Learning* pada materi Kekayaan Budaya Indonesia muatan IPAS, (2) mengetahui kelayakan video pembelajaran Desa Tenganan Pegringsingan berbasis *Problem Based Learning* pada materi Kekayaan Budaya Indonesia muatan IPAS, dan (3) mengetahui efektivitas video pembelajaran Desa Tenganan Pegringsingan berbasis *Problem Based Learning* untuk meningkatkan hasil belajar pada materi Kekayaan Budaya Indonesia muatan IPAS. Penelitian ini merupakan jenis penelitian *R&D* dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistika inferensial uji-t satu sampel. Hasil penelitian ini menunjukkan bahwa; rancang bangun memperoleh skor 90,90% dengan kualifikasi sangat baik; kelayakan media video pembelajaran Desa Tenganan Pegringsingan berbasis *Problem Based Learning* berdasarkan hasil uji isi pembelajaran memperoleh skor 91,66%, hasil uji desain instruksional memperoleh skor 93,75%, hasil uji media pembelajaran memperoleh skor 93,33%, uji coba perorangan memperoleh skor 95,83%, dan uji coba kelompok kecil memperoleh skor 98,33% dengan keseluruhan persentase skor berada pada kualifikasi sangat baik; efektivitas produk berdasarkan hasil uji-t satu sampel memperoleh $t_{hitung} = 5,763 > t_{tabel} = 1,782$ pada taraf signifikansi 5% untuk derajat kebebasan = 12, artinya terdapat perbedaan yang signifikan setelah penggunaan video pembelajaran tersebut, sehingga H_0 ditolak dan H_1 diterima. Dapat disimpulkan bahwa video pembelajaran Desa Tenganan Pegringsingan berbasis *Problem Based Learning* efektif diterapkan untuk meningkatkan hasil belajar siswa kelas IV SD Negeri 2 Nyuhtebel pada materi Kekayaan Budaya Indonesia muatan IPAS.

Kata Kunci: ADDIE, Video Pembelajaran, Desa Tenganan Pegringsingan, *Problem Based Learning*, IPAS

**DEVELOPMENT OF TENGANAN PEGRINGSINGAN VILLAGE
LEARNING VIDEO BASED ON PROBLEM BASED LEARNING ON
INDONESIAN CULTURAL WEALTH MATERIAL IN SCIENCE CONTENT
FOR GRADE IV STUDENTS OF SD NEGERI 2 NYUHTEBEL**

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ABSTRACT

The purpose of this study is (1) to determine the quality of the design of the Tenganan Pegringsingan Village learning video based on Problem Based Learning on the Indonesian Cultural Wealth material in the science content, (2) to determine the feasibility of the Tenganan Pegringsingan Village learning video based on Problem Based Learning on the Indonesian Cultural Wealth material in the science content, and (3) to determine the effectiveness of the Tenganan Pegringsingan Village learning video based on Problem Based Learning to improve learning outcomes on the Indonesian Cultural Wealth material in the science content. This research is a type of R&D research with the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The data collection methods used are questionnaires and tests. The data analysis technique uses quantitative descriptive analysis techniques and one-sample t-test inferential statistical analysis. The results of this study indicate that; the design and construction obtained a score of 90.90% with very good qualifications; the feasibility of the Tenganan Pegringsingan Village learning video media based on Problem Based Learning based on the results of the learning content test obtained a score of 91.66%, the results of the instructional design test obtained a score of 93.75%, the results of the learning media test obtained a score of 93.33%, individual trials obtained a score of 95.83%, and small group trials obtained a score of 98.33% with the overall percentage of scores being in very good qualifications; Product effectiveness based on the results of a one-sample t-test obtained $t_{\text{count}} = 5.763 > t_{\text{table}} = 1.782$ at a significance level of 5% for degrees of freedom = 12, meaning that there is a significant difference after using the learning video, so H_0 is rejected and H_1 is accepted. It can be concluded that the learning video of Tenganan Pegringsingan Village based on Problem Based Learning is effectively applied to improve the learning outcomes of fourth-grade students of SD Negeri 2 Nyuhtebel on the material of Indonesian Cultural Wealth in the science content.

Keywords: ADDIE, Learning Video, Tenganan Pegrisingan Village, Problem Based Learning, Science