

**PENGEMBANGAN MEDIA PEMBELAJARAN AUDIO VISUAL
BERBASIS *VIDEO SCRIBE* PADA MATERI PENGURANGAN PECAHAN
KELAS V SEKOLAH DASAR**

Oleh

Komang Ayu Martha Arista Pratiwi, NIM 1811031032

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Penelitian ini bertujuan untuk: (1) mendeskripsikan rancang bangun media pembelajaran audio visual berbasis VideoScribe pada materi pengurangan pecahan kelas V SD, dan (2) menguji validitas media yang dikembangkan. Penelitian pengembangan ini menggunakan model 4D (*Define, Design, Develop, Disseminate*) dengan tahapan utama berupa analisis kebutuhan, perancangan storyboard, pengembangan produk, dan validasi ahli. Data dikumpulkan melalui lembar validasi yang dinilai oleh dua ahli materi, dua ahli media, dan satu praktisi (guru SD). Analisis data dilakukan secara deskriptif kualitatif untuk mengevaluasi masukan validator dan deskriptif kuantitatif untuk menghitung skor validitas menggunakan skala lima. Hasil penelitian menunjukkan bahwa media pembelajaran ini memenuhi kriteria validitas sangat baik dengan skor rata-rata 4.5 dari ahli materi (skala 5), 4.66 dari ahli media, dan 4.86 dari praktisi. Media ini dirancang dengan alur pembelajaran sistematis yang meliputi: (1) intro media, (2) salam pembuka, (3) orientasi materi, (4) doa bersama, (5) persepsi konkret menggunakan analogi benda nyata, (6) tujuan pembelajaran, (7) materi pengurangan pecahan, (8) petunjuk pengerjaan soal, (9) latihan interaktif, (10) penyelesaian soal, (11) kesimpulan, dan (12) outro penutup. Keunggulan utama media terletak pada pendekatan konkret-abstrak dalam menyajikan materi serta integrasi nilai karakter sesuai Kurikulum Merdeka. Berdasarkan hasil validasi, dapat disimpulkan bahwa media pembelajaran berbasis *Video Scribe* ini valid dan layak digunakan sebagai alat bantu pembelajaran matematika di sekolah dasar. Untuk penelitian selanjutnya disarankan: (1) mengembangkan fitur interaktivitas yang lebih kompleks, (2) melakukan uji coba lapangan untuk mengukur efektivitas media, serta (3) menerapkan pendekatan serupa pada materi matematika lainnya. Penelitian ini memberikan kontribusi penting dalam pengembangan media pembelajaran matematika yang inovatif dan sesuai dengan kebutuhan pembelajaran abad 21.

Kata kunci: Pengembangan Media, Audio Visual, *Video Scribe*, Matematika, Validitas Media, 4D.

**DEVELOPMENT OF AUDIO-VISUAL LEARNING MEDIA BASED ON
VIDEOSCRIBE FOR FRACTION SUBTRACTION MATERIAL IN
GRADE V ELEMENTARY SCHOOL**

By

Komang Ayu Martha Arista Pratiwi, Student ID 1811031032

Primary School Teacher Education Study Program

ABSTRACT

This study aims to: (1) describe the design of audio-visual learning media based on VideoScribe for fraction subtraction material in Grade V of elementary school, and (2) assess the validity of the developed media. This development research employed the 4D model (Define, Design, Develop, Disseminate), with the main stages consisting of needs analysis, storyboard design, product development, and expert validation. Data were collected through validation sheets evaluated by two subject matter experts, two media experts, and one practitioner (elementary school teacher). Data analysis was conducted using qualitative descriptive methods to assess expert input and quantitative descriptive methods to calculate validity scores using a five-point scale. The results indicated that the learning media met the criteria of very high validity, with average scores of 4.5 from subject matter experts, 4.66 from media experts, and 4.86 from the practitioner (on a scale of 5). The media was designed with a systematic instructional flow comprising: (1) media introduction, (2) opening greeting, (3) material orientation, (4) group prayer, (5) concrete perception using real object analogies, (6) learning objectives, (7) fraction subtraction material, (8) problem-solving instructions, (9) interactive exercises, (10) solution explanation, (11) conclusion, and (12) closing outro. The main strengths of the media lie in its concrete-to-abstract approach to presenting the material and the integration of character values aligned with the Merdeka Curriculum. Based on the validation results, it can be concluded that the VideoScribe-based learning media is valid and feasible to be used as a teaching aid for mathematics in elementary schools. For future research, it is recommended to: (1) develop more complex interactive features, (2) conduct field trials to assess the media's effectiveness, and (3) apply similar approaches to other mathematical topics. This research contributes significantly to the development of innovative mathematics learning media tailored to the needs of 21st-century education.

Keywords: Media Development, Audio-Visual, VideoScribe, Mathematics, Media Validity, 4D Model.