

**PENGEMBANGAN MEDIA *POP UP BOOK* DIGITAL
BERBASIS MASALAH PADA MUATAN BAHASA
INDONESIA MATERI PARAGRAF SISWA
KELAS IV DI SD NO. 7 DALUNG**

Oleh

Luh Gede Silvia Maha Dewi, NIM 2111031330

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan (1) mendeskripsikan rancang bangun media *pop up book* digital berbasis masalah materi paragraf. (2) mengetahui kelayakan media *pop up book* digital berbasis masalah materi paragraf. (3) mengetahui efektivitas media *pop up book* digital berbasis masalah materi paragraf. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data yang digunakan adalah tes dan non-tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial (uji-t sampel *dependent*). Hasil penelitian adalah (1) Media *pop up book* digital berbasis masalah didesain menampilkan sebuah elemen yang tampak seperti gambar yang timbul ketika halaman buku dibuka, media ini dibuat menggunakan aplikasi *powerpoint*. (2) Media *pop up book* digital berbasis masalah dinyatakan layak berdasarkan hasil penilaian dari ahli isi/materi pembelajaran sebesar 95,53% dengan kualifikasi sangat baik, hasil penilaian dari ahli desain intruksional sebesar 95,45% dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 91,07% dengan kualifikasi sangat baik, hasil uji praktisi sebesar 96,02% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 96,33% dengan kualifikasi sangat baik, dan hasil penilaian uji coba kelompok kecil sebesar 95,11% dengan kualifikasi sangat baik. (3) Efektivitas media *pop up book* digital berbasis masalah berdasarkan uji-t diperoleh $t_{hitung} = 26,404$ dan $t_{tabel} = 2,048$ yang artinya $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, hasil penelitian ini menunjukkan bahwa media *pop up book* digital berbasis masalah efektif digunakan pada muatan Bahasa Indonesia materi paragraf di kelas IV SD No. 7 Dalung.

Kata Kunci: Pengembangan, *Pop Up Book* Digital, Model Pembelajaran Berbasis Masalah, Bahasa Indonesia

**DEVELOPMENT OF A PROBLEM-BASED DIGITAL POP-UP BOOK FOR
INDONESIAN LANGUAGE CONTENT ON PARAGRAPH MATERIAL FOR
STUDENTS OF GRADE IV AT SD NO. 7 DALUNG**

By

Luh Gede Silvia Maha Dewi, Student ID 2111031330

Elementary Education Department

ABSTRACT

This study aims to (1) describe the design of a problem-based digital pop-up book for paragraph material. (2) determine the feasibility of a problem-based digital pop-up book for paragraph material. (3) determine the effectiveness of a problem-based digital pop-up book for paragraph material. This research is a developmental research using the ADDIE development model. Data collection methods used were tests and non-tests. Data analysis techniques used quantitative descriptive analysis and inferential statistical analysis (dependent sample t-test). The results of the study are: (1) The problem-based digital pop-up book media is designed to display an element that appears like an image when the book page is opened. This media was created using PowerPoint. (2) The problem-based digital pop-up book media was declared feasible based on the assessment results from content/learning materials experts of 95.53% with very good qualifications, the assessment results from instructional design experts of 95.45% with very good qualifications, the assessment results from learning media experts of 91.07% with very good qualifications, the results of practitioner tests of 96.02% with very good qualifications, the results of individual trial assessments of 96.33% with very good qualifications, and the results of small group trial assessments of 95.11% with very good qualifications. (3) The effectiveness of the problem-based digital pop-up book media based on the t-test obtained $t_{count} = 26.404$ and $t_{table} = 2.048$, which means $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted. Thus, the results of this study indicate that the problem-based digital pop-up book media is effective for use in Indonesian language content, paragraph material in grade IV of SD No. 7 Dalung.

Keywords: *Development, Digital Pop-Up Book, Problem-Based Learning Model, Indonesian*