

**PENGEMBANGAN MEDIA PEMBELAJARAN SERU BELAJAR
PEMBAGIAN (SEBARGI) BERBASIS PBL PADA MATA PELAJARAN
MATEMATIKA MATERI PEMBAGIAN SISWA KELAS III SD NEGERI 11
KESIMAN**

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ABSTRAK

Tujuan penelitian ini adalah (1) mendeskripsikan rancang bangun media pembelajaran seru belajar pembagian (Sebargi) berbasis PBL pada mata pelajaran Matematika materi pembagian. (2) mengetahui kelayakan media pembelajaran seru belajar pembagian (Sebargi) berbasis PBL pada mata pelajaran Matematika materi pembagian, (3) mengetahui efektivitas media pembelajaran Seru Belajar Pembagian (Sebargi) berbasis PBL pada mata pelajaran Matematika materi pembagian. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kualitatif, analisis kuantitatif, dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) media pembelajaran sebargi merupakan media digital yang disusun berdasar *flowchart*, *storyboard*, isi materi, video pembelajaran, dan modul ajar. Media pembelajaran sebargi menyajikan materi konsep pembagian dan pembagian bersusun dengan menggabungkan elemen visual, video, teks, serta animasi yang menarik, dan mudah diakses oleh siswa. (2) kelayakan media pembelajaran sebargi berbasis PBL berdasarkan hasil uji materi pembelajaran mendapatkan skor 93,75% setelah direvisi, hasil uji desain pembelajaran mendapatkan skor 95% setelah direvisi, hasil uji media pembelajaran mendapatkan skor 90,63%, setelah direvisi, hasil uji perorangan mendapatkan skor 94%, hasil uji kelompok kecil mendapatkan skor 92,49%. dengan keseluruhan persentase skor berada pada kualifikasi sangat baik, serta (3) hasil uji efektivitas produk memperoleh $t\text{-hitung} = 4,29 > t\text{-tabel} = 1,70$ pada taraf signifikansi 5% untuk $dk = 28$ sehingga sehingga H_0 ditolak dan H_1 diterima yang berbunyi nilai rata-rata *post-test* lebih dari KKTP yang menunjukan bahwa terdapat perubahan signifikan pada hasil belajar siswa setelah penggunaan media pembelajaran sebargi berbasis PBL. Dengan demikian dapat disimpulkan bahwa, media pembelajaran sebargi berbasis PBL efektif digunakan pada pembelajaran matematika materi pembagian di kelas III.

Kata Kunci : Multimedia Pembelajaran, PBL, Pelajaran Matematika, Pembagian

**DEVELOPMENT OF FUN LEARNING MEDIA FOR LEARNING
DIVISION (SEBARGI) BASED ON PBL IN THE SUBJECT OF
MATHEMATICS ON THE MATERIAL OF DIVISION FOR GRADE III
STUDENTS OF STATE ELEMENTARY SCHOOL 11 KESIMAN**

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ABSTRACT

The purpose of this study is (1) to describe the design of the fun learning media for division (Sebargi) based on PBL in the Mathematics subject of division. (2) to determine the feasibility of the fun learning media for division (Sebargi) based on PBL in the Mathematics subject of division, (3) to determine the effectiveness of the fun learning media for division (Sebargi) based on PBL in the Mathematics subject of division. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection method used is the questionnaire and test method. The data analysis technique uses qualitative descriptive analysis techniques, quantitative analysis, and t-test inferential statistical analysis. The results of this development research show that: (1) the Sebargi learning media is a digital media that is arranged based on flowcharts, storyboards, material content, learning videos, and teaching modules. The Sebargi learning media presents material on the concept of division and tiered division by combining visual elements, videos, texts, and animations that are interesting and easily accessible to students. (2) the feasibility of the PBL-based sebargi learning media based on the results of the learning material test obtained a score of 93.75% after revision, the results of the learning design test obtained a score of 95% after revision, the results of the learning media test obtained a score of 90.63%, after revision, the results of the individual test obtained a score of 94%, the results of the small group test obtained a score of 92.49%. with the overall percentage of scores being in the very good qualification, and (3) the results of the product effectiveness test obtained $t\text{-count} = 4.29 > t\text{-table} = 1.70$ at a significance level of 5% for $dk = 28$ so that H_0 was rejected and H_1 was accepted which stated that the average post-test value was more than the KKTP which showed that there were significant changes in student learning outcomes after the use of PBL-based sebargi learning media. Thus, it can be concluded that PBL-based sebargi learning media is effective for use in mathematics learning on division material in class III.

Keywords: Multimedia Learning, PBL, Mathematics Lessons, Division