

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MODEL
PjBL PADA MATERI CAHAYA KELAS V SD NEGERI 2 KUWUM**

Oleh

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ABTRAK

Tujuan penelitian pengembangan ini yaitu: (1) menghasilkan prototype Multimedia Interaktif berbasis model PjBL, (2) menguji validitas Multimedia Interaktif berbasis model PjBL, (3) menguji kelayakan Multimedia Interaktif berbasis model PjBL, dan (4) menguji keefektifan Multimedia Interaktif berbasis model PjBL terhadap hasil belajar siswa kelas V Sekolah Dasar. Penelitian pengembangan ini menggunakan model ADDIE, yang tersusun atas lima tahapan, yaitu: (1) *analyze*, (2) *design*, (3) *development*, (4) *implementation*, dan (5) *evaluation*. Subjek penelitian ini adalah 4 orang ahli, 2 orang guru dan 10 orang siswa serta 1 rombel siswa kelas V SD Negeri 2 Kuwum. Objek penelitian ini adalah Multimedia Interaktif berbasis model PjBL. Metode pengumpulan data yang digunakan yaitu kuesioner dan tes. Instrumen yang digunakan untuk mengumpulkan data yaitu berupa jenis angket tertutup dengan menggunakan rating scale dan instrumen tes pilihan ganda. Hasil penelitian menunjukkan bahwa: (1) rata-rata masing-masing skor ahli media dan skor ahli muatan pembelajaran sebesar 0,90 dengan kualifikasi yang sangat valid, (2) tingkat pencapaian kepraktisan media oleh guru adalah sebesar 3,43 dan kepraktisan media oleh siswa sebesar 3,33 dengan kualifikasi baik, (3) serta Multimedia Interaktif berbasis model PjBL efektif dalam meningkatkan hasil belajar siswa pada materi Cahaya kelas V SD.

Kata Kunci: Pengembangan, multimedia interaktif, PjBL, hasil belajar.

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON THE
PjBL MODEL FOR LIGHT MATERIALS IN GRADE V OF
ELEMENTARY SCHOOL 2 KUWUM**

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ABSTRACT

The objectives of this development research are: (1) to produce a prototype of interactive multimedia based on the PjBL model, (2) to test the validity of interactive multimedia based on the PjBL model, (3) to test the feasibility of interactive multimedia based on the PjBL model, and (4) to test the effectiveness of interactive multimedia based on the PjBL model on learning outcomes of fifth-grade elementary school students. This development research uses the ADDIE model, which consists of five stages: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The subjects of this research were 4 experts, 2 teachers, 10 students, and 1 class of fifth-grade students at SD Negeri 2 Kuwum. The object of this research is interactive multimedia based on the PjBL model. The data collection methods used were questionnaires and tests. The instruments used to collect data were a closed-ended questionnaire using a rating scale and a multiple-choice test instrument. The results showed that: (1) the average score for each media expert and the learning content expert was 0.90, indicating very valid qualifications; (2) the level of media practicality achieved by teachers was 3.43, and the level of media practicality achieved by students was 3.33, indicating good qualifications; and (3) interactive multimedia based on the PjBL model was effective in improving student learning outcomes in the subject of "Light" in fifth grade elementary school.

Keywords: Development, interactive multimedia, PjBL, learning outcomes.