

**PENGEMBANGAN MEDIA VIDEO PEMBELAJARAN BERBASIS  
KONTEKSTUAL PADA MUATAN MATEMATIKA MATERI  
PERKALIAN KELAS V SD NEGERI 3 TAMAN TAHUN AJARAN**

**2024/2025**

**Oleh**

**Ni Putu Anjani Dyah Pramesti, NIM 2111031440**

**Program Studi Pendidikan Guru Sekolah Dasar**

**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan media video pembelajaran berbasis kontekstual yang disesuaikan dengan kebutuhan siswa. Pelaksanaan penelitian ini bertujuan untuk mengetahui rancang bangun, kelayakan serta efektivitas penggunaan media video pembelajaran berbasis kontekstual materi perkalian pecahan pada muatan matematika di kelas V SD Negeri 3 Taman. Model yang digunakan dalam pengembangan media ini adalah model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek pada penelitian ini diantaranya ahli rancang bangun, ahli isi, ahli desain pembelajaran, ahli media pembelajaran, ahli isi materi, dan siswa kelas V SD Negeri 3 Taman. Berdasarkan penelitian yang telah dilakukan, diperoleh hasil berupa media video pembelajaran yang layak dan efektif untuk digunakan dalam pembelajaran. Media video pembelajaran berbasis kontekstual yang dikembangkan dinyatakan layak dan efektif diterapkan dalam proses pembelajaran dibuktikan dengan uji kelayakan dari hasil uji ahli rancang bangun 97,5%, ahli isi 87,5%, ahli desain pembelajaran 77,5%, ahli media pembelajaran 88,89%, uji perorangan 80%, uji kelompok kecil 83,4%. Sementara itu hasil perhitungan uji efektifitas berdasarkan hasil uji-*t univariat* diperoleh  $t_{hitung}$  sebesar 12,250 yang kemudian dibandingkan dengan nilai  $t_{tabel}$  pada taraf signifikansi 5% dengan  $dk = 21$  adalah sebesar 2,07. Hasil menunjukkan bahwa  $t_{hitung} > t_{tabel}$  ( $12,250 > 2,05$ ), sehingga  $H_0$  ditolak dan  $H_a$  diterima. Hasil ini menunjukkan bahwa media video pembelajaran efektif digunakan pada pembelajaran matematika materi perkalian pecahan di kelas V SD Negeri 3 Taman. Keefektivan penggunaan media video juga terlihat dari peningkatan rata-rata kompetensi pengetahuan Matematika siswa sebesar  $93,0 > 75$  yang merupakan nilai KKTP

**Kata Kunci :** Media Video Pembelajaran, Matematika, Perkalian Pecahan, Pendekatan Kontekstual

**THE DEVELOPMENT OF CONTEXTUAL-BASED LEARNING VIDEO  
MEDIA FOR MATHEMATICS ON THE TOPIC OF MULTIPLICATION  
FOR FIFTH-GRADE STUDENTS OF SD NEGERI 3 TAMAN IN THE  
2024/2025 ACADEMIC YEAR**

*By*

**Ni Putu Anjani Dyah Pramesti, NIM 2111031440**

***Elementary School Teacher Education Study Program***

**ABSTRACT**

*This research aims to develop a contextual-based learning video medium tailored to student needs. The study was conducted to determine the design, feasibility, and effectiveness of using this contextual-based learning video for the topic of fraction multiplication in the fifth-grade mathematics curriculum at SD Negeri 3 Taman. The development model used is the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The subjects in this study included experts in instructional design, content, learning design, and learning media, as well as the fifth-grade students of SD Negeri 3 Taman. Based on the research conducted, the result is a learning video medium that is both feasible and effective for use in instruction. The developed contextual-based learning video was declared feasible and effective for implementation in the learning process, as evidenced by feasibility tests with results from an instructional design expert at 97.5%, a content expert at 87.5%, a learning design expert at 77.5%, and a learning media expert at 88.89%. Individual trials yielded a score of 80%, and small group trials yielded 83.4%. Meanwhile, the effectiveness test results, based on the univariate t-test calculation, obtained a  $t$  calculated value of 12.250, which was then compared with the  $t$  table value at a 5% significance level with  $df = 21$ , which is 2.07. The results show that  $t$  calculated  $> t$  table ( $12.250 > 2.05$ ), thus  $H_0$  is rejected and  $H_a$  is accepted. This indicates that the learning video medium is effective for teaching fraction multiplication in fifth-grade mathematics at SD Negeri 3 Taman. The effectiveness of the video medium is also demonstrated by the increase in the average mathematics knowledge competency of students, which reached 93.0, surpassing the Minimum Mastery Criteria (KKTP) score of 75..*

**Keywords:** *Development, Multimedia, Contextual, Multiplication and Division, Conceptual Understanding*