

**PENGEMBANGAN *POWERPOINT* INTERAKTIF BERBASIS
DISCOVERY LEARNING MATERI LUAS BANGUN DATAR PADA
MUATAN MATEMATIKA DI KELAS V SD NEGERI 3 ABIANSEMAL**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media *powerpoint* interaktif berbasis *Discovery learning* yang disesuaikan dengan kebutuhan siswa. Pelaksanaan penelitian ini bertujuan untuk mengetahui rancang bangun, kelayakan serta efektivitas penggunaan media *powerpoint* interaktif berbasis *Discovery learning* materi luas bangun datar pada muatan matematika di kelas V SD Negeri 3 Abiansemal. 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 Abiansemal. Berdasarkan penelitian yang telah dilakukan, diperoleh hasil berupa media *powerpoint* interaktif yang layak dan efektif untuk digunakan dalam pembelajaran. Media *powerpoint* interaktif berbasis *discovery learning* yang dikembangkan dinyatakan layak dan efektif diterapkan dalam proses pembelajaran dibuktikan dengan uji kelayakan dari hasil uji ahli rancang bangun 95%, ahli isi 91,6%, ahli desain pembelajaran 80%, ahli media pembelajaran 91,67%, uji perorangan 89%, uji kelompok kecil 84%. Sementara itu hasil perhitungan uji efektivitas berdasarkan hasil uji-t *univariat* diperoleh t_{hitung} sebesar 12,449 yang kemudian dibandingkan dengan nilai t_{tabel} pada taraf signifikansi 5% dengan $dk = 18$ adalah sebesar 2,10. Hasil menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($12,449 > 2,05$), sehingga H_0 ditolak dan H_a diterima. Hasil ini menunjukkan bahwa media *powerpoint* interaktif efektif digunakan pada pembelajaran matematika materi keliling dan luas bangun datar di kelas V SD Negeri 3 Abiansemal.. Keefektifan penggunaan media *powerpoint* interaktif juga terlihat dari peningkatan rata-rata kompetensi pengetahuan Matematika siswa sebesar $93,0 > 75$ yang merupakan nilai KKTP

Kata Kunci : Media *Powerpoint* Interaktif, Berbasis *Discovery Learning*,
Matematika, Keliling dan Luas Bangun Datar

**DEVELOPMENT OF INTERACTIVE POWERPOINT BASED ON
DISCOVERY LEARNING ON THE AREA OF PLANE SHAPES IN
MATHEMATICS IN GRADE V OF STATE
ELEMENTARY SCHOOL 3 ABIANSEMAL**

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ABSTRACK

This study aims to develop interactive PowerPoint media based on Discovery Learning that is tailored to students' needs. The implementation of this study aims to determine the design, feasibility and effectiveness of the use of interactive PowerPoint media based on Discovery Learning on the area of flat shapes in mathematics content in grade V of SD Negeri 3 Abiansemal. The model used in the development of this media is the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The subjects in this study include design experts, content experts, learning design experts, learning media experts, content material experts, and grade V students of SD Negeri 3 Abiansemal. Based on the research that has been done, the results obtained are interactive PowerPoint media that are feasible and effective for use in learning. The interactive PowerPoint media based on Discovery Learning that was developed was declared feasible and effective to be applied in the learning process as evidenced by the feasibility test from the results of the design expert test 95%, content expert 91.6%, learning design expert 80%, learning media expert 91.67%, individual test 89%, small group test 84%. Meanwhile, the results of the effectiveness test calculation based on the results of the univariate t-test obtained t count of 12.449 which was then compared with the t table value at a significance level of 5% with $dk = 18$ which was 2.10. The results showed that $t \text{ count} > t \text{ table}$ ($12.449 > 2.05$), so that H_0 was rejected and H_a was accepted. These results indicate that interactive powerpoint media is effectively used in mathematics learning on the circumference and area of flat shapes in class V of SD Negeri 3 Abiansemal. The effectiveness of using interactive powerpoint media is also seen from the increase in the average competence of students' Mathematics knowledge of $93.0 > 75$ which is the KKTP value.

Keywords: *Interactive Powerpoint Media, Discovery Learning-Based, Mathematics, Perimeter and Area of Flat Shapes*