

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS
DISCOVERY LEARNING PADA MATERI BUDAYA DAERAH INDONESIA
MUATAN PENDIDIKAN PANCASILA KELAS V DI SD NO.4 TUBAN
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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) rancang bangun multimedia interaktif berbasis *discovery learning* pada materi budaya daerah Indonesia muatan Pendidikan Pancasila, (2) kualitas multimedia interaktif berbasis *discovery learning* pada materi budaya daerah Indonesia muatan Pendidikan Pancasila yang ditinjau dari rancang bangun, isi, desain pembelajaran, media pembelajaran, uji coba perorangan dan kelompok kecil, (3) efektivitas multimedia interaktif berbasis *discovery learning* pada materi budaya daerah Indonesia muatan Pendidikan Pancasila. Penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data pada penelitian ini berupa kuesioner dan tes objektif. Analisis data dilakukan menggunakan analisis deskriptif kuantitatif dan statistika inferensial. Hasil penelitian menunjukkan bahwa (1) Rancang bangun multimedia interaktif memperoleh penilaian ahli sebesar 95,00% (sangat baik). (2) Kualitas multimedia interaktif memperoleh hasil uji ahli isi sebesar 98,44% (sangat baik), uji ahli desain pembelajaran sebesar 94,23% (sangat baik), uji ahli media pembelajaran sebesar 93,05% (sangat baik), uji coba perorangan sebesar 95,30% (sangat baik), dan uji kelompok kecil sebesar 95,05% (sangat baik). (3) Efektivitas berdasarkan hasil uji-*t one sampel* diperoleh nilai t_{hitung} sebesar 6,614 dan sedangkan nilai t_{tabel} pada taraf signifikansi 5% diperoleh nilai t_{tabel} 1,703 sehingga H_0 ditolak dan H_1 diterima. Jadi, multimedia interaktif berbasis *discovery learning* efektif diterapkan pada materi budaya daerah Indonesia muatan Pendidikan Pancasila Kelas V SD No. 4 Tuban.

Kata Kunci: Multimedia Interaktif, *Discovery Learning*, Pendidikan Pancasila

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON
DISCOVERY LEARNING ON INDONESIAN REGIONAL CULTURAL
MATERIALS PANCASILA EDUCATION CONTENT CLASS V AT SD NO.4
TUBAN FOR THE 2025/2026 ACADEMIC YEAR**

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ABSTRACT

This study aims to find out (1) the design and construction of interactive multimedia based on discovery learning on Indonesian regional cultural materials in the content of Pancasila Education, (2) the quality of interactive multimedia based on discovery learning in Indonesian regional cultural materials in the content of Pancasila Education which is reviewed from the design, content, design of learning, learning media, individual and small group trials, (3) the effectiveness of multimedia interactive discovery learning based on Indonesian regional cultural materials in Pancasila Education. This development research uses the ADDIE model. The data collection methods in this study were in the form of questionnaires and objective tests. Data analysis was carried out using quantitative descriptive analysis and inferential statistics. The results of the study showed that (1) Interactive multimedia design received an expert rating of 95.00% (very good). (2) The quality of interactive multimedia obtained the results of the content expert test of 98.44% (very good), the learning design expert test of 94.23% (very good), the learning media expert test of 93.05% (very good), the individual trial of 95.30% (very good), and the small group test of 95.05% (very good). (3) Effectiveness based on the results of the t-test of one sample obtained a t-value of 6.614 and while the ttable value at the significance level of 5% was obtained a table t-value of 1.703 so that H_0 was rejected and H_1 was accepted. So, interactive multimedia based on discovery learning is effectively applied to Indonesian regional cultural materials in the content of Pancasila Education Class V SD No. 4 Tuban.

Keywords: *Interactive Multimedia, Discovery Learning, Pancasila Education*