PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA TOPIK CAHAYA UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA KELAS V SD

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ABSTRAK

Rendahnya motivasi belajar siswa kelas V SD pada IPAS topik cahaya dan sifatnya akibat pembelajaran monoton berdampak pada keterlibatan dan pemahaman konsep abstrak, sehingga diperlukan media interaktif inovatif yang merangsang eksplorasi mandiri. Penelitian ini bertujuan mengembangkan dan mengevaluasi efektivitas multimedia interaktif berbasis *Problem Based Learning* (PBL) pada *Google Sites* untuk meningkatkan motivasi belajar siswa. Penelitian pengembangan menggunakan desain model ADDIE iteratif yang melibatkan 2 ahli materi, 2 ahli media, 2 guru praktisi, 3 siswa uji perorangan, 9 siswa uji kelompok kecil, dan 20 siswa uji efektivitas. Data dikumpulkan melalui angket validitas/kepraktisan, lembar observasi motivasi, dan wawancara, dianalisis dengan persentase, konversi skala, dan paired sample t-test. Hasil menunjukkan multimedia valid (skor pakar 4,87), praktis (97% guru, 95,56% siswa), dan efektif (*pretest* 35,65→*posttest* 56,65. Multimedia PBL *Google Sites* efektif menjembatani kesenjangan motivasi melalui investigasi interaktif. Simpulan menyatakan integrasi PBL dengan *Google Sites* optimal untuk pembelajaran Kurikulum Merdeka. Implikasi penelitian menekankan pemanfaatan platform gratis untuk pembelajaran berbasis masalah di SD.

Kata Kunci: Multimedia interaktif, *Problem Based Learning*, motivasi belajar, IPAS, *Google Sites*

A B S T R A C T

The low learning motivation of fifth-grade elementary school students in the topic of light and its properties in science and social studies due to monotonous learning affects their engagement and understanding of abstract concepts, making it necessary to have innovative interactive media that stimulates independent exploration. This study aims to develop and evaluate the effectiveness of interactive multimedia based on Problem-Based Learning (PBL) on Google Sites to increase students' learning motivation. The development research uses an iterative ADDIE model design involving 2 content experts, 2 media experts, 2 practitioner teachers, 3 individual trial students, 9 small group trial students, and 20 effectiveness test students. Data were collected through validity/practicality questionnaires, motivation observation sheets, and interviews, and analyzed using percentages, scale conversion, and paired sample t-test. The results showed that the multimedia was valid (expert score 4.87), practical (97% teachers, 95.56% students), and effective (pretest 35.65→posttest 56.65. Multimedia PBL Google Sites effectively bridges motivation gaps through interactive investigation. The conclusion states that the integration of PBL with Google Sites is optimal for learning under the Merdeka Curriculum. The research implications emphasize the use of free platforms for problem-based learning in elementary schools.

Keywords: *Interactive multimedia, Problem-Based Learning, motivation, IPAS, Google Sites*