

PENGEMBANGAN E-BOOK INTERAKTIF BERBASIS *DEEP LEARNING* BERBANTUAN CANVA MATERI KEANEKARAGAMAN HAYATI MUATAN IPAS KELAS IV SD NO. 4 LUKLUK

Oleh
Ni Made Putri Anyar Sari Dewi, NIM 2211031115
Program Studi Pendidikan Guru Sekolah Dasar
Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk (1) mengembangkan rancang bangun media E-Book Interaktif berbasis *Deep Learning* pada materi keanekaragaman hayati muatan IPAS kelas IV, (2) mengetahui kelayakan media yang dikembangkan, dan (3) menganalisis efektivitas media terhadap hasil belajar peserta didik. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan model ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah peserta didik kelas IV SD yang berjumlah 27 orang. Instrumen yang digunakan meliputi angket untuk uji validitas dan kelayakan media oleh ahli serta respon siswa, dan tes objektif pilihan ganda untuk mengukur efektivitas melalui *pre-test* dan *post-test*. Hasil uji ahli rancang bangun menunjukkan persentase 90,90% dengan kategori sangat baik. Uji coba perorangan memperoleh skor 87% dan uji kelompok kecil 95,08% dengan kategori sangat baik, sehingga media dinyatakan layak digunakan. Hasil uji efektivitas menunjukkan adanya peningkatan rata-rata nilai dari 49,26 (*pre-test*) menjadi 82,78 (*post-test*). Analisis menggunakan uji-t sampel berpasangan menunjukkan t hitung (42,34) lebih besar daripada t tabel (2,05) pada taraf signifikansi 5%, sehingga media dinyatakan efektif meningkatkan hasil belajar peserta didik. Berdasarkan hasil tersebut, E-Book Interaktif berbasis *Deep Learning* layak dan efektif digunakan dalam pembelajaran topik keanekaragaman hayati muatan IPAS untuk kelas IV SD No.4 Lukluk.

Kata kunci: Canva, *Deep learning*, *E-book* Interaktif, IPAS, Keanekaragaman Hayati

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Ni Made Putri Anyar Sari Dewi, NIM 2211031115
Program Studi Pendidikan Guru Sekolah Dasar
Jurusan Pendidikan Dasar

ABSTRAC

This study aims to (1) develop a Deep Learning-based Interactive E-Book design for biodiversity material in Grade IV IPAS content, (2) determine the feasibility of the developed media, and (3) analyze the effectiveness of the media in improving students' learning outcomes. This research employed a Research and Development (R&D) approach using the ADDIE model, which consists of analysis, design, development, implementation, and evaluation stages. The research subjects were 27 fourth-grade elementary school students. The instruments used included questionnaires to assess the validity and feasibility of the media by experts and to gather students' responses, as well as an objective multiple-choice test to measure effectiveness through pre-test and post-test scores. The expert evaluation of the instructional design obtained a percentage of 90.90% in the very good category. The individual trial achieved a score of 87%, and the small group trial obtained 95.08%, both categorized as very good, indicating that the media is feasible for use. The effectiveness test results showed an increase in the average score from 49.26 (pre-test) to 82.78 (post-test). Analysis using a paired sample t-test revealed that the calculated t-value (42.34) was higher than the t-table value (2.05) at a 5% significance level, indicating that the media is effective in improving students' learning outcomes. Based on these findings, the Deep Learning-based Interactive E-Book is considered feasible and effective for teaching biodiversity material in Grade IV IPAS at SD No. 4 Lukluk.

Keywords: Canva, *Deep learning*, *E-book* Interaktif, IPAS, Keanekaragaman Hayati