

# **PENGEMBANGAN MEDIA VIPSU INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA MATERI PENGUKURAN SUDUT DI KELAS IV SD**

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## **ABSTRAK**

Permasalahan dalam pembelajaran matematika di sekolah dasar ditunjukkan oleh rendahnya hasil belajar siswa pada materi pengukuran sudut yang belum mencapai standar ketuntasan Badan Standar, Kurikulum, dan Asesmen Pendidikan (BSKAP) yaitu 86. Penelitian ini bertujuan untuk (1) Mengetahui rancang bangun media vipsu interaktif berbasis *Problem Based Learning* pada materi pengukuran sudut di Kelas IV SD, (2) Mengetahui kelayakan media vipsu interaktif berbasis *Problem Based Learning* pada materi pengukuran sudut di Kelas IV SD, (3) Mengetahui Efektivitas penggunaan media vipsu interaktif berbasis *Problem Based Learning* pada materi pengukuran sudut di Kelas IV SD. Penelitian ini menggunakan model pengembangan ADDIE dengan metode non-tes dan tes. Pengembangan ini menghasilkan produk media digital audio visual berupa media vipsu interaktif berbasis *Problem Based Learning* pada materi pengukuran sudut di Kelas IV SD. Hasil penelitian ini menunjukkan bahwa penilaian uji rancang bangun media vipsu interaktif berbasis *Problem Based Learning* memperoleh skor penilaian ahli rancang bangun sebesar 92,04%. dengan kualifikasi sangat baik. Uji Kelayakan media vipsu interaktif berbasis *Problem Based Learning* menunjukkan bahwa penilaian ahli materi/isi pembelajaran memperoleh persentase 96,09%, ahli desain pembelajaran 93,18%, dan ahli media pembelajaran 92,70% berada pada kualifikasi sangat baik. Hasil uji perorangan memperoleh persentase 95% dan uji kelompok kecil 93,05% berada pada kualifikasi sangat baik, dengan demikian media vipsu interaktif layak digunakan dalam pembelajaran materi pengukuran sudut. Hasil uji efektivitas menunjukkan Rata-rata nilai post-test siswa sebesar 88,55 telah melampaui standar BSKAP, dengan hasil perhitungan uji-t satu sampel yaitu  $t_{hitung} > t_{tabel}$  ( $2,070 > 2,042$ ) sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, media vipsu interaktif berbasis PBL dinyatakan Efektif pada pembelajaran matematika materi pengukuran sudut di kelas IV SD Negeri 9 Sumerta.

Kata Kunci: Media Vipsu Interaktif, Problem Based Learning, Hasil Belajar Matematika, Pengukuran Sudut, Sekolah Dasar

**DEVELOPMENT OF AN INTERACTIVE VIPSU-BASED MEDIA  
USING PROBLEM-BASED LEARNING FOR ANGLE  
MEASUREMENT IN FOURTH-GRADE ELEMENTARY  
SCHOOL**

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**ABSTRACT**

*The problem in mathematics learning at the elementary school level is indicated by the low student learning outcomes in the topic of angle measurement, which have not yet reached the minimum mastery standard set by the Badan Standar, Kurikulum, dan Asesmen Pendidikan (BSKAP), namely 86. This study aims to: (1) determine the design and development of interactive VIPSU media based on the Problem Based Learning model for the topic of angle measurement in Grade IV elementary school, (2) determine the feasibility of interactive VIPSU media based on Problem Based Learning for the same topic, and (3) determine the effectiveness of using interactive VIPSU media based on Problem Based Learning in teaching angle measurement in Grade IV. This study employed the ADDIE development model and utilized both non-test and test methods. The development resulted in a digital audio-visual product in the form of interactive VIPSU media based on Problem Based Learning for the topic of angle measurement in Grade IV elementary school. The results of the study show that the expert evaluation of the media design yielded a score of 92.04%, which falls into the “very good” qualification. The feasibility test of the interactive VIPSU media based on Problem Based Learning indicates that the assessment by subject matter experts reached 96.09%, instructional design experts 93.18%, and media experts 92.70%, all categorized as “very good.” The individual trial obtained a percentage of 95%, and the small group trial reached 93.05%, both within the “very good” category. Thus, the interactive VIPSU media is considered feasible for use in teaching angle measurement. The effectiveness test results show that the average post-test score of students was 88.55, which exceeds the BSKAP standard. The one-sample t-test calculation shows that  $t\text{-count} > t\text{-table}$  ( $2.070 > 2.042$ ), meaning that  $H_0$  is rejected and  $H_1$  is accepted. Therefore, the interactive VIPSU media based on Problem Based Learning is declared effective for teaching mathematics on the topic of angle measurement in Grade IV at SD Negeri 9 Sumerta.*

*Keywords: Vipsu Interactive Media, Problem-Based Learning, Mathematics Learning Outcomes, Angle Measurement, Primary School*