

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
DEEP LEARNING UNTUK MENINGKATKAN KETERAMPILAN
BERPIKIR KRITIS IPAS SISWA KELAS V**

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ABSTRAK

Penelitian ini memiliki empat tujuan, yaitu (1) menghasilkan rancang bangun media pembelajaran interaktif berbasis *deep learning*, (2) mengidentifikasi validitas media pembelajaran interaktif berbasis *deep learning*, (3) mengidentifikasi kepraktisan media pembelajaran interaktif berbasis *deep learning*, dan (4) menganalisis efektivitas media pembelajaran interaktif berbasis *deep learning* terhadap keterampilan berpikir kritis IPAS siswa kelas V SD. Penelitian ini menggunakan model pengembangan ADDIE yang terdiri atas lima tahap, yaitu *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif, sedangkan efektivitas media diuji menggunakan desain *one group pretest-posttest* yang melibatkan 26 siswa. Hasil penelitian menunjukkan bahwa: (1) rancang bangun media yang dikembangkan menggunakan *Articulate Storyline 3* mengintegrasikan prinsip *mindful learning*, *meaningful learning*, dan *joyful learning*, serta memenuhi syarat teoritis pengembangan media pembelajaran interaktif, (2) hasil validitas media memperoleh koefisien validitas isi sebesar 1,00 dengan kualifikasi sangat tinggi, (3) hasil uji kepraktisan memperoleh persentase sebesar 100% pada respon guru, sedangkan uji perorangan dan kelompok kecil masing-masing memperoleh persentase sebesar 98% dengan kualifikasi sangat praktis, dan (4) hasil uji efektivitas menggunakan uji-t berkorelasi menunjukkan nilai signifikansi (*2-tailed*) sebesar $0,000 < 0,05$ yang berarti terdapat perbedaan yang signifikan antara hasil *pretest* dan *posttest* setelah menggunakan media pembelajaran interaktif berbasis *deep learning*. Dengan demikian, media pembelajaran interaktif berbasis *deep learning* yang dikembangkan memenuhi syarat teoritis, valid, praktis, dan efektif digunakan untuk meningkatkan keterampilan berpikir kritis IPAS siswa kelas V SD.

Kata Kunci: Media Pembelajaran Interaktif, *Deep Learning*, Keterampilan Berpikir Kritis, IPAS.

**DEVELOPMENT OF DEEP LEARNING BASED INTERACTIVE
LEARNING MEDIA TO IMPROVE CRITICAL THINKING SKILLS IN
SCIENCE AND SOCIAL STUDIES OF FIFTH GRADE ELEMENTARY
SCHOOL STUDENTS**

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ABSTRACT

This study had four objectives: (1) to develop the design of deep learning-based interactive learning media, (2) to identify the validity of the developed interactive learning media, (3) to identify its practicality, and (4) to analyze its effectiveness in improving the critical thinking skills in Science and Social Studies of fifth-grade elementary school students. This study employed the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. Data were analyzed using qualitative and quantitative descriptive analysis. Meanwhile, the effectiveness of the media was evaluated using a one-group pretest–posttest design involving 26 students. The results showed that: (1) the interactive learning media developed using *Articulate Storyline 3* integrated the principles of *mindful learning*, *meaningful learning*, and *joyful learning*, and fulfilled the theoretical requirements for interactive learning media development; (2) the media obtained a content validity coefficient of 1.00, indicating a very high level of validity; (3) the practicality test yielded a score of 100% based on the teacher's response, while the individual and small-group trials each obtained a score of 98%, indicating a very high level of practicality; and (4) the paired-sample *t*-test showed a significance value (*2-tailed*) of $0.000 < 0.05$, indicating a significant difference between the pretest and posttest results after the implementation of the developed media. Therefore, the deep learning-based interactive learning media fulfilled the theoretical requirements, was valid, practical, and effective in improving the critical thinking skills in Science and Social Studies of fifth-grade elementary school students.

Keywords: Interactive Learning Media, Deep Learning, Critical Thinking Skills, Science and Social Studies.