

**PENGEMBANGAN MEDIA *FLASH CARD* DIGITAL BERBASIS *PROBLEM
BASED LEARNING* (PBL) UNTUK MENINGKATKAN KEMAMPUAN
MEMBACA SISWA KELAS 1 SD NEGERI 3 GOBLEG**

Oleh

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ABSTRAK

Penelitian ini didasari oleh permasalahan keterbatasan kemampuan membaca pada siswa kelas I SD Negeri 3 Gobleg, yang dipicu oleh belum optimalnya pemanfaatan media pembelajaran yang interaktif. Sebagai solusi konkrit, penelitian ini berorientasi pada pengembangan media *flash card* digital berpendekatan *Problem Based Learning* (PBL) yang memenuhi standar validitas, kepraktisan, dan efektivitas. Pendekatan yang digunakan adalah *Research and Development* (R&D) melalui lima fase model ADDIE. Data dihimpun melalui penyebaran angket dan asesmen tes membaca kepada para ahli, guru, serta siswa. Temuan penelitian membuktikan bahwa *flash card* digital berbasis PBL tidak hanya terkategori valid dan praktis berdasarkan evaluasi kualitatif pengguna, tetapi juga secara signifikan meningkatkan performa membaca siswa, sehingga layak direkomendasikan sebagai media pembelajaran sekolah dasar.

Kata Kunci: *Media Flash Card digital, Problem Based Learning (PBL), Kemampuan Membaca, Pembelajaran Sekolah Dasar, Model ADDIE*

***The Development of Problem-Based Learning (PBL) Based Digital Flash Card
Media to Improve the Reading Skills of First Grade Students at SD Negeri 3
Gobleg.***

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ABSTRACT

This research is based on the problem of limited reading ability in first-grade students of SD Negeri 3 Gobleg, which is triggered by the suboptimal use of interactive learning media. As a concrete solution, this research is oriented towards the development of digital flashcard media with a Problem Based Learning (PBL) approach that meets the standards of validity, practicality, and effectiveness. The approach used is Research and Development (R&D) through the five phases of the ADDIE model. Data were collected through the distribution of questionnaires and reading test assessments to experts, teachers, and students. The research findings prove that PBL-based digital flashcards are not only categorized as valid and practical based on qualitative user evaluations, but also significantly improve students' reading performance, making them worthy of being recommended as an elementary school learning medium.

Keywords: *Digital Flash Card Media, Problem Based Learning (PBL), Reading Skills*