

PENGEMBANGAN MEDIA LAGU INTERAKTIF BERBASIS VIDEO UNTUK MENINGKATKAN PEMAHAMAN KONSEP SISWA PADA MATERI BANGUN DATAR KELAS V MI

Oleh

**Balya Rizqi Romadhon, NIM 2211031387
Program Studi Pendidikan Guru Sekolah Dasar
Jurusan Pendidikan Dasar**

ABSTRAK

Pembelajaran matematika pada materi bangun datar memerlukan media yang dapat membantu siswa memahami konsep secara menarik dan mudah dipahami. Pemahaman konsep siswa pada materi bangun datar di kelas V MI masih perlu ditingkatkan karena pembelajaran cenderung berpusat pada guru dan penggunaan media pembelajaran yang menarik serta interaktif belum optimal. Penelitian ini bertujuan untuk mengembangkan media lagu interaktif berbasis video pada materi bangun datar yang valid, praktis, dan efektif untuk meningkatkan pemahaman konsep siswa kelas V MIN 2 Buleleng. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Uji validitas dilakukan oleh ahli media dan ahli materi, sedangkan uji kepraktisan dilakukan melalui respon guru dan siswa. Uji efektivitas menggunakan desain one-group *pretest-posttest* dengan analisis N-Gain dan paired sample t-test. Hasil penelitian menunjukkan bahwa validitas ahli media memperoleh persentase 94% dan ahli materi sebesar 94% dengan kategori sangat baik. Kepraktisan media berdasarkan respon guru memperoleh persentase 92,5% dan respon siswa sebesar 88,69% dengan kategori sangat praktis. Hasil analisis efektivitas menunjukkan nilai rata-rata N-Gain sebesar 0,5372 dengan kategori sedang. Sementara itu, hasil paired sample t-test memperoleh nilai signifikansi sebesar 0,000 ($<0,05$), yang menunjukkan adanya peningkatan pemahaman konsep siswa setelah menggunakan media. Media yang dikembangkan memadukan unsur lagu, visual, animasi, dan penyajian materi bangun datar sehingga mendukung proses pembelajaran yang lebih menarik, aktif, dan menyenangkan bagi siswa di kelas. Dengan demikian, media lagu interaktif berbasis video dinyatakan valid, praktis, dan efektif digunakan dalam pembelajaran matematika pada materi bangun datar kelas V MI.

Kata kunci: Media Lagu Interaktif, Video, Pemahaman Konsep, Bangun Datar, ADDIE.

DEVELOPMENT OF VIDEO-BASED INTERACTIVE SONG MEDIA TO IMPROVE STUDENTS' CONCEPTUAL UNDERSTANDING OF PLANE FIGURES FOR FIFTH-GRADE MADRASAH IBTIDAIYAH STUDENTS

By

**Balya Rizqi Romadhon, Student ID 2211031387
Primary School Teacher Education Study Program
Department of Basic Education**

ABSTRACT

Mathematics learning on plane geometry requires learning media that can help students understand concepts in an engaging and accessible way. Students' conceptual understanding of plane geometry in Grade V MI still needs to be improved because learning tends to be teacher-centered, while the use of engaging and interactive learning media has not been optimal. This study aimed to develop interactive song-based video media for plane geometry that is valid, practical, and effective in improving the conceptual understanding of Grade V students at MIN 2 Buleleng. This study employed a Research and Development (R&D) method using the ADDIE development model, which consists of the stages of Analysis, Design, Development, Implementation, and Evaluation. The validity test was conducted by media and material experts, while the practicality test was conducted through teacher and student responses. The effectiveness test used a one-group pretest-posttest design with N-Gain analysis and a paired sample t-test. The results showed that the media validity score obtained from media experts was 94%, while the material experts' validity score was 94%, both categorized as very good. The practicality test resulted in a score of 92.5% based on teacher responses and 88.69% based on student responses, both categorized as very practical. The effectiveness analysis showed an average N-Gain score of 0.5372, which was categorized as moderate. Meanwhile, the paired sample t-test obtained a significance value of 0.000 (<0.05), indicating an improvement in students' conceptual understanding after using the media. The developed media combines songs, visuals, animations, and plane geometry materials to support a more engaging, active, and enjoyable learning process. Thus, the interactive song-based video media is valid, practical, and effective for mathematics learning on plane geometry for Grade V MI students.

Keywords: *Interactive Song Media, Video, Conceptual Understanding, Plane Geometry, ADDIE.*