

**PENGEMBANGAN *POWERPOINT* INTERAKTIF DENGAN
PENDEKATAN *REALISTIC MATHEMATICS EDUCATION* (RME)
MATERI PERKALIAN BILANGAN CACAH KELAS III DI SD NO.2
KEROBOKAN KELOD**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun *Powerpoint* Interaktif dengan pendekatan *Realistic Mathematics Education* (RME) materi perkalian bilangan cacah, (2) mengetahui kelayakan *Powerpoint* Interaktif dengan pendekatan *Realistic Mathematics Education* (RME) materi perkalian bilangan cacah yang ditinjau dari ahli desain instruksional, ahli materi, ahli media, uji coba perorangan, dan uji coba kelompok kecil, dan (3) mengetahui efektivitas *Powerpoint* Interaktif dengan pendekatan *Realistic Mathematics Education* (RME) dalam meningkatkan hasil belajar peserta didik pada materi perkalian bilangan cacah. Penelitian ini menggunakan model pengembangan 4-D dengan metode pengumpulan data berupa angket dan tes. Hasil pengembangan berupa *Powerpoint* Interaktif dengan pendekatan *Realistic Mathematics Education* (RME) materi perkalian bilangan cacah kelas III SD. Hasil analisis menunjukkan bahwa (1) *Powerpoint* interaktif yang dikembangkan berupa media digital berdasarkan tahapan model 4-D dengan persentase pencapaian sebesar 94,44% sehingga dinyatakan sangat layak, (2) kelayakan *Powerpoint* Interaktif memperoleh persentase sebesar 96,43% dari ahli desain instruksional, 93,33% dari ahli materi, 93,33% dari ahli media, dari uji coba perorangan sebesar 92,31%, dan dari uji coba kelompok kecil sebesar 91,23%, yang seluruhnya dinyatakan sangat layak, dan (3) hasil uji *Paired Sample t-Test* menunjukkan bahwa nilai t_{hitung} sebesar 5,121 lebih besar daripada t_{tabel} sebesar 2,051 pada taraf signifikansi 5% dengan derajat kebebasan (dk) = 27, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, *Powerpoint* Interaktif dengan pendekatan *Realistic Mathematics Education* (RME) terbukti efektif dalam meningkatkan hasil belajar peserta didik pada materi perkalian bilangan cacah kelas III SD No. 2 Kerobokan Kelod.

Kata Kunci: *powerpoint* interaktif, *realistic mathematics education* (RME), bilangan cacah, hasil belajar, model 4-D.

Abstract

This study aims to (1) describe the design of an interactive Powerpoint presentation using the Realistic Mathematics Education (RME) approach for the topic of whole number multiplication, (2) determine the feasibility of the interactive Powerpoint based on evaluations by instructional design experts, subject matter experts, and media experts, as well as individual and small-group trials, and (3) determine the effectiveness of the interactive Powerpoint using the RME approach in improving student learning outcomes regarding whole number multiplication. The study employed the 4-D development model, utilizing questionnaires and tests for data collection. The development output was an interactive Powerpoint presentation based on the RME approach for third-grade elementary school whole number multiplication. Analysis results indicate that (1) the developed interactive Powerpoint a digital medium created following the 4-D model stages achieved a score of 94.44%, classifying it as highly feasible; (2) feasibility ratings were 96.43% from instructional design experts, 93.33% from subject matter experts, 93.33% from media experts, 92.31% from individual trials, and 91.23% from small-group trials, all of which were rated as highly feasible; and (3) the Paired Sample t-Test results showed a t -calculated value of 5.121, which is greater than the t -table value of 2.051 at a 5% significance level with degrees of freedom (df) = 27; thus, H_0 was rejected and H_1 was accepted. Consequently, the interactive Powerpoint using the RME approach proved effective in improving student learning outcomes for whole number multiplication among third-grade students at SD No. 2 Kerobokan Kelod.

Keywords: *interactive Powerpoint, Realistic Mathematics Education (RME), whole numbers, learning outcomes, 4-D model.*