

# **PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS *PROBLEM SOLVING* MASALAH- MASALAH SOSIAL YANG KONTEKSTUAL MUATAN MATERI IPS SISWA KELASIV SEKOLAH DASAR NEGERI 4 DALUNG**

Oleh

**Putu Agatha Krisna Dewantara, NIM 1711031230**

**Prodi Pendidikan Guru Sekolah Dasar**

## **ABSTRAK**

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun video pembelajaran berbasis *problem solving* masalah-masalah sosial yang kontekstual muatan materi IPS (2) menguji kelayakan video pembelajaran berbasis *problem solving* masalah-masalah sosial yang kontekstual muatan materi IPS. Subjek penelitian yaitu: 1 ahli isi mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan. Penelitian ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Data yang dikumpulkan adalah data kuantitatif dan kualitatif. Pengumpulan data menggunakan metode observasi, wawancara berstruktur, dan kuesioner/angket. Analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian (1) Rancang bangun video pembelajaran berbasis *problem solving* masalah-masalah sosial yang kontekstual muatan materi IPS menggunakan model pengembangan ADDIE yang meliputi tahapan: (a) tahap analisis (*analyze*), (b) tahap merancang (*design*), (c) tahap mengembangkan (*development*), (d) tahap implementasi (*implementation*), (e) tahap evaluasi (*evaluation*). (2) Video pembelajaran berbasis *problem solving* masalah-masalah sosial yang kontekstual muatan materi IPS dikatakan valid dengan: (a) hasil *review* ahli isi mata pelajaran menunjukkan video pembelajaran sangat baik dengan persentase (93,00%), (b) hasil *review* ahli desain pembelajaran menunjukkan video pembelajaran sangat baik dengan persentase (90,00%). (c) hasil *review* ahli media pembelajaran menunjukkan video pembelajaran sangat baik dengan persentase (91,00%), (d) hasil uji perorangan menunjukkan video pembelajaran sangat baik dengan persentase (93,05%).

Kata Kunci : Video Pembelajaran, IPS

## ABSTRACT

*This study aims to (1) describe the design of learning videos based on problem solving social problems that are contextual in the content of social studies material (2) to test the feasibility of learning videos based on problem solving social problems that are contextual in the content of social studies material. The research subjects are: 1 subject matter expert, 1 learning design expert, 1 learning media expert, 3 students for individual trials. This study uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collected is quantitative and qualitative data. Collecting data using observation methods, structured interviews, and questionnaires/questionnaires. The data analysis used is descriptive qualitative analysis technique, and descriptive quantitative. The results of the study (1) Design and build learning videos based on problem solving social problems that are contextual in the content of social studies material using the ADDIE development model which includes the following stages: (a) the analysis stage (analyze), (b) the design stage, (c) the development stage, (d) the implementation stage, (e) the evaluation stage. (2) Learning videos based on problem solving social problems that are contextual in the content of social studies material are said to be valid with: (a) the results of the expert review of the subject matter show that the learning videos are very good with a percentage (93.00%), (b) the results of expert reviews the learning design shows the learning video very well with a percentage (90.00%). (c) the results of the learning media expert review show that the learning video is very good with a percentage (91.00%), (d) the results of the individual test show the learning video is very good with a percentage (93.05%).*

*Keywords: Learning Video, Social Studies*

