

**PENGEMBANGAN VIDEO BERBASIS *PROBLEM
BASED LEARNING* MATERI SIKLUS HIDUP
HEWAN PADA MUATAN IPA KELAS
IV SD NEGERI 15 DAUH PURI
KECAMATAN DENPASAR BARAT**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh hasil analisis kebutuhan media pembelajaran di Sekolah Dasar selama proses pembelajaran daring. Tujuan penelitian ini adalah untuk: (1) mendeskripsikan rancang bangun dari produk video berbasis *problem based learning* dan (2) mengetahui kelayakan video menurut hasil *review* para ahli dan uji perorangan. Penelitian ini merupakan penelitian pengembangan. Model pengembangan yang digunakan yaitu model ADDIE (*Analysis, Design, Development, Implementation, Evaluations*). Metode pengumpulan data pada penelitian ini yaitu kuesioner/angket. Analisis data menggunakan analisis deskriptif kuantitatif dan deskriptif kualitatif. Pengembangan video berbasis *problem based learning* ini dinyatakan layak berdasarkan hasil penilaian sebagai berikut (1) ahli isi mata pelajaran memperoleh persentase skor 100% dengan kualifikasi sangat baik, (2) ahli desain pembelajaran memperoleh persentase skor 90,38% dengan kualifikasi sangat baik, (3) ahli media pembelajaran memperoleh persentase skor 87,5% dengan kualifikasi baik dan (4) uji perorangan memperoleh persentase skor 90,83% dengan kualifikasi sangat baik. Hasil keseluruhan dari penilaian para ahli dan uji perorangan terqualifikasi sangat baik. Didasarkan pada hasil uji coba produk dapat disimpulkan bahwa video berbasis *problem based learning* yang dikembangkan sangat layak diterapkan dalam kegiatan pembelajaran.

Kata kunci: Video Pembelajaran, *Problem Based Learning*, Siklus Hidup Hewan

ABSTRACT

This research is motivated by the results of the analysis of learning media needs in elementary schools during the online learning process. The aims of this study were to: (1) describe the design of the video product based on problem based learning and (2) determine the feasibility of the video according to the results of expert reviews and individual tests. This research is a development research. The development model used is the ADDIE model (Analysis, Design, Development, Implementation, Evaluations). The data collection method in this study is a questionnaire/questionnaire. Data analysis used descriptive quantitative and qualitative descriptive analysis. The development of this problem-based learning-based video was declared feasible based on the results of the assessment as follows (1) subject content experts obtained a percentage score of 100% with very good qualifications, (2) learning design experts obtained a percentage score of 90.38% with very good qualifications, (3) learning media experts obtained a score percentage of 87.5% with good qualifications and (4) individual test obtained a score percentage of 90.83% with very good qualifications. The overall results of expert assessment and qualified individual tests are excellent. Based on the results of product trials, it can be concluded that the problem-based learning video developed is very feasible to be applied in learning activities.

Keywords: Learning Video, Problem Based Learning, Animal Life Cycle

