

# **PENGEMBANGAN MEDIA PEMBELAJARAN *POWTOON* BERBASIS *PROBLEM BASED LEARNING* PADA MATERI EKOSISTEM MUATAN IPA KELAS V SEKOLAH DASAR**

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## **ABSTRAK**

Penelitian pengembangan ini dilatarbelakangi oleh permasalahan yang terdapat pada proses pelaksanaan pembelajaran di masa Pandemi *Covid-19*, khususnya pada media pembelajaran. Penelitian pengembangan ini bertujuan untuk mengetahui proses pengembangan media pembelajaran *powtoon* berbasis *problem based learning* pada materi ekosistem muatan IPA kelas V Sekolah Dasar dan mengetahui kelayakan media pembelajaran *powtoon* berbasis *problem based learning* pada materi ekosistem muatan IPA kelas V Sekolah Dasar. Subjek uji coba pada penelitian pengembangan ini adalah ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan siswa kelas V di SD No. 8 Bena. Penelitian pengembangan ini menggunakan model pengembangan *Hannafin and Peck (analyze, design, development and implementation, evaluation)* sebagai langkah-langkah sistematis dalam proses pengembangan produk. Metode pengumpulan data yang digunakan adalah metode observasi, wawancara, angket/kuisioner sebagai instrument pengumpulan data. Teknik analisis data menggunakan teknik analisis data deskriptif kualitatif dan teknik analisis deskriptif kuantitatif. Hasil penelitian pengembangan ini adalah video pembelajaran, meliputi hasil (1) deskripsi proses pengembangan media pembelajaran *powtoon* berbasis *problem based learning* yaitu tahapan analisis, desain, pengembangan dan implementasi serta evaluasi. (2) media pembelajaran *powtoon* berbasis *problem based learning* dinyatakan layak digunakan berdasarkan hasil uji coba produk meliputi: (a) hasil penilaian ahli isi pembelajaran memperoleh persentase skor (96,79%) dengan kualifikasi sangat baik, (b) hasil penilaian ahli desain pembelajaran memperoleh persentase skor (90,00%) dengan kualifikasi sangat baik, (c) hasil penilaian ahli media pembelajaran memperoleh persentase skor (84,70%) dengan kualifikasi baik, dan (d) hasil penilaian siswa melalui uji coba perorangan memperoleh persentase skor (95,83%) dengan kualifikasi sangat baik. Dari hasil uji coba dapat disimpulkan bahwa media pembelajaran *powtoon* berbasis *problem based learning* layak digunakan pada proses pembelajaran. Implikasi dari penelitian pengembangan ini adalah Guru memiliki sumber belajar yang dapat digunakan sebagai media pembelajaran dan dapat diterapkan dalam proses belajar mengajar.

Kata-kata kunci: pengembangan, media pembelajaran, ipa, *problem based learning*

## **ABSTRACT**

*This development research was motivated by the problems found in the process of implementing learning during the Covid-19 Pandemic, especially in learning media. This development research aims to determine the process of developing problem-based learning media based on Powtoon on the content ecosystem material for Science Class V Elementary School and determine the feasibility of Powtoon learning media based on problem based learning on the content ecosystem material for Science Class V Elementary Schools. The test subjects in this development research were learning content experts, instructional design experts, learning media experts and fifth grade students at SD No. 8 Benoa. This development research uses the Hannafin and Peck development model (analyze, design, development and implementation, evaluation) as systematic steps in the product development process. The data collection method used is the method of observation, interviews, questionnaires/questionnaires as data collection instruments. The data analysis technique used qualitative descriptive data analysis techniques and quantitative descriptive analysis techniques. The results of this development research are learning videos, including the results of (1) a description of the process of developing problem-based learning media based on problem-based learning, namely the stages of analysis, design, development and implementation as well as evaluation. (2) problem based learning powtoon learning media is declared feasible to use based on the results of product trials including: (a) the results of the assessment of the learning content experts obtaining a percentage score (96.79%) with very good qualifications, (b) the results of the assessment of the learning design experts obtained a percentage score (90.00%) with very good qualifications, (c) the results of the assessment of learning media experts obtained a percentage score (84.70%) with good qualifications, and (d) the results of student assessments through individual trials obtained a percentage score ( 95.83%) with very good qualifications. From the test results, it can be concluded that the problem-based learning powtoon media is feasible to be used in the learning process. The implication of this development research is that teachers have learning resources that can be used as learning media and can be applied in the teaching and learning process.*

*Keywords: development, learning media, science, problem based learning*