

## ABSTRAK

**Monang Marihot Simarmata. NIM 8156122044. Pengembangan Model Pembelajaran Interaktif “PRIMERE” Berbasis *E-Learning* Pada Mata Pelajaran IPS Di SMP Swasta Teladan Sumatera Utara. Program Pascasarjana Universitas Negeri Medan. 2019**

Penelitian ini bertujuan untuk: (1) menghasilkan model pembelajaran yang layak digunakan, mudah dipelajari dan dapat dipakai untuk pembelajaran (2) untuk mengetahui keefektifan model pembelajaran interaktif “PRIMERE” berbasis *E-learning*. Jenis Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan produk Borg and Gall dan dipadukan dengan model desain pembelajaran Dick and Carey. Penelitian ini dilakukan pada siswa kelas IX SMP Swasta Teladan Sumatera Utara. Metode yang digunakan dalam penelitian ini adalah metode kuasi eksperimen. Sampel penelitian sebanyak 58 orang siswa yang terdiri dari 29 orang siswa sebagai kelas eksperimen yang dibelajarkan dengan menggunakan model pembelajaran interaktif “PRIMERE” berbasis *E-learning* dan 29 orang siswa sebagai kelas control yang dibelajarkan dengan menggunakan model pembelajaran *Problem Based Learning*. Hasil penelitian uji hipotesis membuktikan bahwa terdapat perbedaan yang signifikan antara hasil belajar IPS siswa yang dibelajarkan dengan menggunakan model pembelajaran interaktif “PRIMERE” berbasis *E-learning* dengan hasil belajar IPS yang dibelajarkan dengan menggunakan model pembelajaran *Problem Based Learning*. Hal ini ditunjukkan dengan perolehan data yaitu  $t_{hitung} = 1,99$  sedangkan  $t_{tabel} = 1,67$  dengan  $dk = N_1 + N_2 - 2$  pada taraf signifikan  $\alpha = 0,05$ . Disimpulkan efektifitas penggunaan model pembelajaran interaktif “PRIMERE” berbasis *E-learning* sebesar 19,10% sedangkan efektifitas penggunaan model pembelajaran *Problem Based Learning* sebesar 18,24%.

Kata Kunci : model pembelajaran interaktif “primere” berbasis e-learning, model pembelajaran problem based learning, hasil belajar ips

## ABSTRACT

**Monang Marihot Simarmata. NIM 8156122044. Development of the "PRIMERE" Interactive Learning Model Based on E-Learning in Social Sciences Subjects in North Sumatra Junior High Schools. Postgraduate Program, Universitas Negeri Medan. 2019**

This study aims to: (1) produce a learning model that is feasible to use, easy to learn and can be used for learning (2) to determine the effectiveness of the interactive learning model "PRIMERE" based on E-learning. This type of research is development research that uses the Borg and Gall product development model and is integrated with Dick and Carey's learning design model. This research was conducted on students of class IX North Sumatra Exemplary Private Middle School. The method used in this study is a quasi-experimental method. The research sample of 58 students consisting of 29 students as the experimental class who were taught using the interactive learning model "PRIMERE" based on E-learning and 29 students as a control class that was learned using the Problem Based Learning learning model. The results of the hypothesis test study prove that there is a significant difference between the learning outcomes of social studies students who are taught by using an interactive learning model "PRIMERE" based on E-learning with social studies learning outcomes that are learned using the Problem Based Learning learning model. This is indicated by the acquisition of data that is  $t_{\text{count}} = 1.99$  while  $t_{\text{table}} = 1.67$  with degree of freedom (DF) = 56 at a significant level  $\alpha = 0.05$ . It was concluded that the effectiveness of the use of E-learning based "PRIMERE" interactive learning models was 19.10% while the effectiveness of the use of the Problem Based Learning learning model was 18.24%.

Keywords : interactive learning model "primere" based on e-learning, problem based learning learning model, social science learning outcomes

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