

## ABSTRAK

**AGUNG WIBOWO. 8214081008. Pengembangan Media Pembelajaran Interaktif Berbasis Kontekstual Learning Mata Pelajaran PKn Siswa Kelas V SDN 250/ VI Sinar Gading II.** Tesis Program Studi Pendidikan Dasar Pascasarjana Universitas Negeri Medan. 2022.

Tujuan penelitian ini adalah mengembangkan media pembelajaran interaktif berbasis kontekstual learning pada mata pelajaran PKn di SD Negara 250/VI Sinar Gading II materi hak dan kewajiban digunakan sebagai alat pendukung pendidikan agar lebih efisien serta efektif. Media pembelajaran interaktif ini dibuat berbantuan *articulate storyline* dengan mengombinasikan berbagai ragam obyek, yaitu teks, gambar, animasi, audio-video, serta tombol interaktif. Media akan diuji guna mengetahui kelayakan, kepraktisan serta efektifitas media pendidikan interaktif. Riset ini ialah riset pengembangan (Research and Development). Model pengembangan yang digunakan merupakan model Akker. Sesi riset pengembangan meliputi (1) Problem, (2) analisis, (3) desain serta pengembangan media, serta (4) Penilaian (validasi, kepraktisan, serta efektifitas) media. Metode pengumpulan informasi yang digunakan merupakan memakai uji serta nontes yang dianalisis secara mixed method buat mengenali pengembangan, mengukur validitas, kepraktisan serta efektifitas media memakai tata cara kuantitatif dalam menganalisis dalam wujud pengukuran serta tata cara kualitatif buat mendiskripsikan analisis secara naratif. Hasil penelitian diperoleh (1) validasi pakar materi pada aspek kelayakan media diperoleh rata-rata nilai 3,65 dengan kategori valid, (2) hasil penilaian pakar media diperoleh rata-rata nilai 3,80 dengan kategori layak, (3) hasil evaluasi validasi pakar desain instruksional dengan rata-rata nilai 3,86 dengan kategori baik, (4) uji kepraktisan oleh guru/praktisi diperoleh rata-rata nilai 3,40 dengan kategori praktis, serta (5) hasil belajar siswa menunjukkan kenaikan diperoleh uji skor N – gain dengan rata-rata nilai 0,563 dengan kategori sedang dan pada tafsiran kategori cukup efektif, dengan persentase 56,3%. Kesimpulan Media pendidikan interaktif berbasis kontekstual valid, layak, mudah, serta efektif digunakan dalam proses pembelajaran PKn materi hak, kewajiban, dan tanggungjawab siswa kelas V SDN 250/VI Sinar Gading II kecamatan Tabir Selatan, Kabupaten Merangin, Provinsi Jambi.

Kata kunci: *Media, Pembelajaran, interaktif, kontekstual, PKn.*

## **ABSTRACT**

**AGUNG WIBOWO. 8214081008. Development of Interactive Learning Media Based on Contextual Learning for Civics Subjects for Class V SDN 250/VI Sinar Gading II.** Thesis of Postgraduate Basic Education Study Program, State University of Medan. 2022.

This study aims to develop interactive learning media based on contextual learning in Civics subjects at SD Negeri 250/VI Sinar Gading II, the material of rights and obligations is used as a means of supporting education to be more efficient and efficient. This interactive learning media is made with the help of articulate storylines by combining various kinds of objects, namely text, images, animation, audio, video, and interactive buttons. The media will be tested to determine the feasibility, practicality, and effectiveness of interactive educational media. This research is research and development (Research and Development). The development model used is the Akker model. The development research session includes (1) Problems, (2) analysis, (3) media design and development, and (4) assessment (validation, practicality, and effectiveness) of media. The information collection method used is using tests and non-tests which are analyzed in a mixed-method to identify developments, measure the validity, practicality, and effectiveness of the media using quantitative methods to analyze in the form of measurements and qualitative methods to describe the analysis narratively. The results of the study obtained (1) material expert validation on the media feasibility aspect obtained an average value of 3.65 with a valid type, (2) the results of the media expert assessment obtained an average value of 3.80 with a feasible category, (3) validation evaluation results instructional design experts with an average score of 3.86 in the good category, (4) the practicality test by teachers/practitioners obtained an average value of 3.40 in the practical category, and (5) student learning outcomes showed an increase in the N-gain score with the average value is 0.563 in the medium category and the category interpretation is quite effective, with a percentage of 56.3%. Conclusion Contextual-based interactive education media is valid, feasible, easy, and efficient to use in the Civics learning process on the rights and obligations of fifth-grade SDN 250/VI Sinar Gading II, Tabir Selatan sub-district, Merangin district, Jambi province.

**Keywords:** *media, Interactive, learning, contextual, Civics.*