

ABSTRAK

PUTRI UTAMI BR SEMBIRING. Pengembangan Media Pembelajaran Interaktif Berbasis Problem Solving Pada Tema Profesi Untuk Anak Usia 5-6 Tahun. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2023.

Penelitian pengembangan ini bertujuan untuk menghasilkan media pembelajaran interaktif Berbasis *Problem Solving* Pada Tema Profesi Untuk Anak Usia 5-6 Tahun yang valid dan praktis. Penelitian pengembangan ini dilakukan dengan menggunakan konsep model ADDIE yaitu diantaranya terdiri dari tahap *Analyze, Design, Development, Implementation, dan Evaluation*. Subjek penelitian ialah ahli kelayakan isi, ahli tampilan media, guru dan peserta didik kelas B di TK Budi Murni 2 Simalingkar, Kabupaten Deli Serdang, Sumatera Utara, dan Objek penelitian ini yaitu media pembelajaran interaktif berbasis *problem solving* pada tema profesi untuk anak usia 5-6 tahun. Teknis analisis data yang digunakan ialah deskriptif kuantitatif. Data hasil penelitian yang diperoleh dari uji validitas dengan skala penilaian 1-5 yaitu validasi kelayakan isi memperoleh rata-rata skor sebesar 4,3 yang mana masuk kedalam kategori Sangat Valid/Layak dan validasi tampilan media mendapatkan nilai rata-rata sebesar 4 yang mana masuk kedalam kategori valid/layak. Hasil Uji Praktikalitas dengan skala penilaian 1-5 dapat dilihat bahwa Uji praktikalitas guru mendapatkan nilai rata-rata sebesar 4,6 yang mana masuk kedalam kategori Sangat Praktis dan hasil respon peserta didik mendapatkan rata-rata penilaian 4 dengan kategori sangat praktis. Sehingga dapat disimpulkan bahwa pengembangan media pembelajaran interaktif berbasis *problem solving* pada tema profesi untuk anak usia 5-6 tahun telah Valid dan Praktis untuk digunakan dalam proses pembelajaran anak usia 5-6 tahun.

Kata Kunci: Media Pembelajaran, Interaktif, Problem Solving.



ABSTRACT

PUTRI UTAMI BR SEMBIRING. Development of Problem Solving-Based Interactive Learning Media on Professional Themes for Children Aged 5-6 Years. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan, 2023.

This development research aims to produce interactive learning media based on problem solving on professional themes for children aged 5-6 years that are valid and practical. This development research was carried out using the concept of the ADDIE model, which consisted of the Analyze, Design, Development, Implementation, and Evaluation stages. The research subjects were content feasibility experts, media display experts, teachers and class B students at Budi Murni 2 Simalingkar Kindergarten, Deli Serdang Regency, North Sumatra, and the object of this study was problem solving-based interactive learning media on professional themes for children aged 5- 6 years. The technical analysis data used is quantitative descriptive. The research data obtained from the validity test with a rating scale of 1-5, namely validation of the eligibility of the content, obtained an average score of 4.3 which is included in the Very Valid/Decent category and media display validation gets an average value of 4 which is included in the valid/decent category. worthy. The results of the practicality test with a rating scale of 1-5 can be seen that the teacher's practicality test gets an average score of 4.6 which is included in the Very Practical category and the results of student responses received an average score of 4 in the very practical category. So it can be concluded that the development of problem solving-based interactive learning media on professional themes for children aged 5-6 years is valid and practical for use in the learning process of children aged 5-6 years.

Keywords: Learning Media, Interactive, Problem Solving.

