

ABSTRAK

ANATASHA ANDINI. Pengembangan *E-Poster* Berbasis Vistacreate Melalui Model *Project Based Learning* pada Materi Perhitungan Bilangan Asli untuk Meningkatkan Hasil Belajar Siswa Kelas IV SD. Skripsi. Medan : Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk mendeskripsikan pengembangan media, mengetahui Validitas, Efektivitas dan Praktikalitas dari *E-Poster* berbasis Vistacreate melalui model *Project Based Learning* dalam meningkatkan hasil belajar siswa kelas IV SDS Al-Ihsan Medan. Penelitian ini menggunakan metode *Research & Development* dengan model Thiagarajan (4-D) yang terdiri 4 langkah yaitu *define*, *design*, *development* dan *disseminate*. Teknik pengumpulan data yaitu observasi, wawancara, skala dan tes. Teknik analisis data yaitu teknik analisis data kualitatif dan teknik analisis data kuantitatif. Penelitian dan pengembangan ini menghasilkan produk *E-Poster* dengan Vistacreate berbasis *Project Based Learning* sebagai media pembelajaran matematika materi perhitungan bilangan asli pada siswa kelas IV SDS Al-Ihsan Medan. Hasil analisis menandakan bahwa *E-Poster* produk ini telah divalidasi oleh ahli desain dan materi Media memperoleh persentase 82,6% dan 87,2 % dengan kategori sangat layak. Hasil kepraktisan mendapatkan persentase dengan kategori sangat praktis sebesar 87% dan keefektifan mendapatkan beberapa hasil yaitu ketuntasan hasil tes diperoleh 83,3% dengan kualifikasi sangat efektif. Dengan demikian, *E-Poster* berbasis Vistacreate melalui model *Project Based Learning* pada materi perhitungan bilangan asli yang dihasilkan dinyatakan valid, praktis, dan efektif digunakan sebagai perangkat pembelajaran serta mampu meningkatkan hasil belajar.

Kata Kunci: Poster Elektronik, *Project Based Learning*, Perhitungan Bilangan Asli, Hasil Belajar

ABSTRACT

ANATASHA ANDINI. Developing a Vistacreate Based *E-Poster* Using a Project Based Learning Model on Real Number Calculation Material to Improve Learning Outcomes for Class IV Elementary School Students. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan, 2024.

This research aims to describe media development and determine the validity, effectiveness, and practicality of Vistacreate-based *E-Posters* through the project-based learning model in improving the learning outcomes of class IV students at SDS Al-Ihsan Medan. This research uses the Research & Development method with the Thiagarajan (4-D) model, which consists of 4 steps, namely define, design, develop, and disseminate. Data collection techniques are observation, interviews, scales, and tests. Data analysis techniques are qualitative data analysis techniques and quantitative data analysis techniques. This research and development produced an *E-Poster* product with Vistacreate based on project-based learning as a mathematics learning medium for real number calculation material for class IV students at SDS Al-Ihsan Medan. The results of the analysis indicate that this *E-Poster* product has been validated by design and media material experts, obtaining a percentage of 82.6% and 87.2% in the very feasible category. The practicality results obtained a percentage in the very practical category of 87%, and the effectiveness of obtaining several results, namely the completeness of the test results, was obtained at 83.3% with very effective qualifications. Thus, the *E-Poster* based on Vistacreate through the project-based learning model on the resulting natural number calculation material was declared valid, practical, and effective for use as a learning tool and able to improve learning outcomes.

Keywords: Electronic Posters, Project Based Learning, Real Number Calculation, Learning Results

