

ABSTRAK

FAJAR SOLIDMAN LAROSA. 8226181002. Pengembangan Video Pembelajaran pada Materi pecahan Melalui Model *Problem Based Learning* untuk Peningkatan Hasil Belajar dan Kreativitas Siswa Kelas V UPT SPF SDN 101764 Bandar Klippa. Tesis. Program Studi Pendidikan Dasar, Program Pascasarjana Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk menghasilkan video pembelajaran model *Problem Based Learning* yang layak, praktis dan efektif. Penelitian dilaksanakan di SDN 101764 Bandar Klippa. Subjek penelitian ini adalah kelas V sebanyak 25 orang siswa. Metode penelitian ini adalah penelitian pengembangan dengan menggunakan model pengembangan ADDIE. Instrumen penelitian yang digunakan dalam pengumpulan data yaitu observasi, wawancara, angket validasi dan tes. Hasil penelitian menunjukkan (1) Berdasarkan hasil validasi ahli materi 95,2% kriteria sangat valid, Hasil validasi ahli desain 96,19% kriteria sangat valid, Hasil validasi ahli media 90,66% kriteria sangat valid. Dari hasil validasi para ahli video pembelajaran layak untuk digunakan. (2) Berdasarkan hasil respon siswa diperoleh uji coba kelompok kecil 89,89% kriteria sangat praktis, Hasil uji coba lapangan 91,48% kriteria sangat praktis. Dari hasil respon siswa diasumsikan bahwa video pembelajaran praktis untuk digunakan; (3) Berdasarkan hasil uji coba lapangan telah diperoleh bahwa video pembelajaran model PBL mampu meningkatkan hasil belajar dan kreativitas belajar siswa kelas V SDN 101764 Bandar Klippa. Peningkatan terlihat pada nilai N-Gain dengan skor 0,615 yang dinyatakan berkategori sedang. Persentase ketuntasan hasil belajar secara klasikal sebesar 88% dan peningkatan kreativitas belajar siswa rata-rata kategori kreatif. Artinya video pembelajaran model *Problem Based Learning* dapat efektif digunakan dalam proses pembelajaran matematika siswa di kelas V SDN 101764 Bandar Klippa.

Kata Kunci: Video Pembelajaran, Model PBL, Hasil Belajar, Kreativitas.



ABSTRACT

FAJAR SOLIDMAN LAROSA. 8226181002. Development of Learning Videos on Fractional Material Through a Problem Based Learning Model to Improve Learning Outcomes and Creativity of Class V Students of UPT SPF SDN 101764 Bandar Klippa. Thesis. Program Studi Pendidikan Dasar, Program Pascasarjana Universitas Negeri Medan, 2024.

This research aims to produce a learning video of the Problem Based Learning model that is feasible, practical and effective. The research was carried out at SDN 101764 Bandar Klippa. The subject of this study is class V as many as 25 students. This research method is development research using the ADDIE development model. The research instruments used in data collection are observations, interviews, validation questionnaires and tests. The results of the study show that (1) Based on the results of the validation of material experts, 95.2% of the criteria are very valid, the results of the validation of design experts are 96.19% of the criteria are very valid, and the results of the validation of media experts are 90.66% of the criteria are very valid. From the results of the validation of the experts, the learning videos are feasible to use. (2) Based on the results of student responses, 89.89% of the criteria were very practical, and the results of the field trial were 91.48% of the criteria were very practical. From the results of the students' responses, it is assumed that the learning videos are practical to use; (3) Based on the results of field trials, it has been obtained that the PBL model learning videos are able to improve the learning outcomes and learning creativity of grade V students of SDN 101764 Bandar Klippa. The increase can be seen in the N-Gain value with a score of 0.615 which is declared to be in the medium category. The percentage of completeness of classical learning outcomes was 88% and the increase in learning creativity of students in the creative category was average. This means that the Problem Based Learning model learning video can be effectively used in the mathematics learning process of students in grade V of SDN 101764 Bandar Klippa.

Keywords: Video learning, PBL model, learning outcomes, creativity.