

ABSTRAK

WIRANDA SITORUS. Pengembangan Media Video Interaktif Berbantuan Filmora pada Mata Pelajaran Pendidikan Pancasila Untuk Meningkatkan Hasil Belajar Siswa Kelas V SD HKBP Sei Belutu T.A 2023/2024. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2025.

Penelitian ini dilaksanakan dengan tujuan untuk mengetahui tingkat kelayakan, praktikalitas, dan keefektifan dari Media Video Interaktif berbantuan Filmora. Jenis penelitian ini adalah R&D dengan model pengembangan ADDIE. Subjek penelitian ini adalah 25 orang siswa yang terdiri dari 12 siswa laki-laki dan 13 siswa perempuan. Teknik pengumpulan data dalam penelitian ini terdiri atas observasi, wawancara, angket, dan tes. Adapun instrumen yang digunakan dalam penelitian ini meliputi instrumen wawancara, instrumen ahli (angket, media, dan materi), instrumen praktikalitas (angket respon guru), dan tes hasil belajar siswa. Teknik analisis data yaitu data kualitatif dan data kuantitatif. Hasil penelitian menunjukkan kelayakan produk mendapatkan persentase 89,3%. Hasil praktikalitas produk mendapatkan persentase 88%. Hasil efektifitas produk memperoleh hasil 0,49. Dapat disimpulkan bahwa media video interaktif berbantuan Filmora dinyatakan layak, praktis, dan efektif dalam meningkatkan hasil belajar siswa kelas V pada mata pelajaran Pendidikan Pancasila.

Kata Kunci : Video Interaktif, Filmora, Hasil Belajar.

ABSTRACT

WIRANDA SITORUS. Development of Filmora-assisted Interactive Video Media in Pancasila Education to Improve Learning Outcomes of Class V Students of SD HKBP Sei Belutu T.A 2023/2024. Skripsi. Medan : Faculty of Education, State University of Medan, 2025.

This research was carried out with the aim of knowing the level of feasibility, practicality, and effectiveness of Interactive Video Media assisted by Filmora. This type of research is R&D with the ADDIE development model. The subjects of this study were 25 students consisting of 12 male students and 13 female students. Data collection techniques in this research consisted of observation, interviews, questionnaires, and tests. The instruments used in this research include interview instruments, expert instruments (questionnaire, media, and material), practicality instruments (teacher response questionnaire), and student learning outcomes tests. Data analysis techniques are qualitative data and quantitative data. The results showed that the feasibility of the product got a percentage of 89.3%. The results of product practicality get a percentage of 88%. The results of product effectiveness obtained a result of 0.49. It can be concluded that the interactive video media assisted by Filmora is declared feasible, practical, and effective in improving the learning outcomes of fifth grade students in Pancasila Education subjects. It can be concluded that Filmora-assisted Interactive Video Media is declared feasible, practical, and effective to use in learning.

Keywords : Interactive Video, Filmora, Learning Outcomes.

