

ABSTRAK

OSYN INAMALA SIAGIAN, Pengembangan Media Pembelajaran PKn Berbasis Multimedia Pada Siswa Kelas V SD Nasrani 2 Medan. Tesis. Medan: Program Studi Pendidikan Dasar Pascasarjana UNIMED, 2018.

Penelitian ini dilatarbelakangi pada pentingnya penggunaan media pembelajaran di tingkat SD karena mengingat bahwa usia siswa SD termasuk dalam tahapan operasional konkret. Penelitian yang dilakukan bertujuan untuk menghasilkan produk berupa media pembelajaran berbasis multimedia menggunakan Camtasia Studio pada pembelajaran PKn subtema Indonesiaku, Bangsa yang Berbudaya yang layak dan efektif digunakan untuk kegiatan belajar siswa kelas V di SD Nasrani 2 Medan. Penelitian ini merupakan jenis penelitian dan pengembangan (*research and development*). Subjek dalam penelitian ini adalah siswa kelas V SD Nasrani 2 Medan berjumlah 30 siswa. Data pada penelitian pengembangan ini dikumpulkan melalui angket validasi oleh ahli media, ahli materi, ujitoba lapangan dan tes hasil belajar. Teknik analisis data yang digunakan adalah analisis data kualitatif dan kuantitatif.

Hasil penelitian disimpulkan bahwa media pembelajaran berbasis multimedia menggunakan Camtasia Studio yang dikembangkan sudah layak digunakan sebagai media pembelajaran pada pembelajaran PKn subtema Indonesiaku, Bangsa yang Berbudaya di kelas V SD Nasrani 2 Medan ditinjau dari kualitas teknis maupun isi (*content*). Hasil validasi ahli media diperoleh hasil akhir dengan rata-rata skor sebesar 3,79 (baik). Hasil validasi ahli materi diperoleh rata-rata skor sebesar 4,0 (baik). Hasil ujitoba secara perorangan diperoleh rata-rata skor sebesar 3,83 (baik); ujitoba kelompok kecil diperoleh rata-rata skor sebesar 4,03 (baik); dan hasil ujitoba kelompok besar diperoleh rata-rata skor sebesar 4,13 (baik). Produk media yang dikembangkan juga efektif digunakan pada pembelajaran PKn subtema Indonesiaku, Bangsa yang Berbudaya, hal ini dibuktikan dari hasil uji-t dengan nilai t_{hitung} sebesar 23,490 dan nilai probabilitas (Sig) sebesar $0,000 < 0,05$. Besarnya efektivitas penerapan produk media yang dikembangkan yaitu sebesar 76,5%.

Kata Kunci: Multimedia, PKn

ABSTRACT

OSYN INAMALA SIAGIAN, Development of Citizenship Education Learning Media of Multimedia Based for Fifth Grade Students of Nasrani 2 Medan Elementary School. Thesis. Medan: Basic Education Program, Postgraduate Program, State University of Medan (UNIMED), 2018.

The research is motivated by the importance of using media at the elementary school level because given that the age of elementary school students is included in the concrete operational stage. This study aims to produce products in the form of multimedia based learning media using Camtasia Studio in the Civics Education sub-theme of My Indonesian a culture nation which is feasible and effective to use for learning activities of students in fifth grade students of Nasrani 2 Medan Elementary School. The research is research and development. The subjects in this study were fifth grade students of Nasrani 2 Medan Elementary School totaling 30 students. Data in this development research was collected through validation questionnaires by media experts, material experts, field test and learning outcomes tests. The data analysis techniques used is qualitative and quantitative data analysis techniques.

The results of this study concluded that the learning media of multimedia based that was developed was feasible to be used as a learning media in the Civics Education sub-theme of My Indonesian a culture nation in fifth grade students of Nasrani 2 Medan Elementary School in terms of the technical quality and content. The result of validation of media experts obtained final results with an average score of 3.79 (good). The result of validation of material experts obtained an average score of 4.0 (good). The result of individual test obtained an average score of 3.83 (good); small group tests obtained an average of 4.03 (good); and the result of the large group tests obtained an average score of 4.13 (good). Media products that are developed are also effectively used in the Civics Education sub-theme of My Indonesian a culture nation in fifth grade students of Nasrani 2 Medan Elementary School, this can be seen from t-test result with t-count of 23.490 and probability value of $0.000 < 0.05$. The magnitude of the effectiveness of the application of media products developed is equal to 76.5%.

Keywords: Multimedia, Civics Education