

## ABSTRAK

**Paskah Apryanti Pakpahan, NIM. 8186182005. Pengembangan Multimedia Interaktif Berbasis *Problem Based Learning* (PBL) Pada Sub Tema 1 Peristiwa Kebangsaan Masa Penjajahan Kelas V SD Swasta Markus Medan. Tesis Program Studi Pendidikan Dasar Program Pascasarjana. Universitas Negeri Medan. 2021.**

Penelitian ini bertujuan untuk: (1) menghasilkan multimedia interaktif berbasis *problem based learning* yang layak digunakan pada sub tema peristiwa kebangsaan masa penjajahan, dan (2) mengetahui keefektifan media pembelajaran interaktif berbasis *problem based learning* pada sub tema peristiwa kebangsaan masa penjajahan yang dikembangkan. Jenis penelitian ini adalah penelitian Research & Development (R&D). Model pengembangan yang digunakan adalah model pengembangan 4-D. Metode penelitian terdiri dari dua tahap yaitu tahap I mengembangkan multimedia pembelajaran dan tahap II melakukan uji efektifitas produk. Hasil penelitian dalam tahap pengembangan produk multimedia pembelajaran menunjukkan bahwa: (1) penilaian ahli materi berada pada kriteria sangat layak dengan skor rata-rata 4,58, (2) penilaian ahli media berada pada kriteria sangat layak dengan skor rata-rata 4,51. keefektifan perangkat pembelajaran disimpulkan berdasarkan pada hasil post-test siswa pada uji coba II prosentase ketuntasan klasikal sebesar 90% dengan 30 siswa atau 90% dinyatakan tuntas. Dan 3 siswa atau 10% dinyatakan belum tuntas. 3) Kepraktisan media pembelajarn siswa disimpulkan berdasarkan respon guru; respon guru terhadap media pembelajaran pada uji coba pertama mencapai 91,67% termasuk kedalam kategori sangat praktis. Penilaian hasil belajar siswa berdasarkan pretest dan posttest dianalisis dengan menggunakan N-Gain diperoleh nilai rata-rata gain sebesar 0,7 dimana dalam kategori tinggi. Dengan demikian, multimedia interaktif berbasis *problem based learning* yang dikembangkan layak digunakan pada sub tema peristiwa kebangsaan masa penjajahan serta efektif untuk meningkatkan hasil belajar siswa.

Kata Kunci : *Pengembangan, Media Interaktif dan Problem Based Learning*



## ABSTRACT

**Paskah Apryanti Pakpahan, NIM. 8186182005. Development of Interactive Multimedia Based on Problem Based Learning (PBL) in Sub-theme 1 National Events of the Colonial Period, Class V of Markus Private Elementary School, Medan. Thesis of the Postgraduate Basic Education Study Program. Medan State University. 2021.**

This study aims to: (1) produce interactive multimedia based on problem based learning that is suitable for use in the sub-theme of national events during the colonial period, and (2) determine the effectiveness of interactive learning media based on problem-based learning on the sub-themes of national events of the colonial period that were developed. This type of research is Research & Development (R&D). The development model used is a 4-D development model. The research method consists of two stages, namely the first stage to develop learning multimedia and the second stage to test the effectiveness of the product. The results of the research in the development stage of learning multimedia products show that: (1) the material expert's assessment is in the very appropriate criteria with an average score of 4.58, (2) the media expert's assessment is in the very feasible criteria with an average score of 4.51 . The effectiveness of the learning device was concluded based on the results of the post-test of students in the second trial, the percentage of classical completeness was 90% with 30 students or 90% declared complete. And 3 students or 10% are declared incomplete. 3) The practicality of student learning media is concluded based on the teacher's response; the teacher's response to the learning media in the first trial reached 91.67% which was included in the very practical category. Assessment of student learning outcomes based on pretest and posttest analyzed using N-Gain obtained an average gain value of 0.7 which is in the high category. Thus, the interactive multimedia based on problem based learning that was developed is suitable for use in the sub-theme of national events during the colonial period and is effective for improving student learning outcomes.

**Keywords:** Development, Interactive Media and Problem Based Learning