

ABSTRAK

NELLA ABNA TANJUNG. 8216182027. Pengembangan Multimedia Interaktif Berbasis *Problem Based Learning* Untuk Meningkatkan Hasil Belajar Siswa Pada Pelajaran IPS Kelas IV SD Negeri 112300 Kongsu Enam. Tesis Program Studi Pendidikan Dasar Pascasarjana Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk : (1) untuk mengembangkan multimedia interaktif berbasis *Problem Based Learning* pada mata pelajaran IPS kelas IV SD 112300 Kongsu enam yang dikembangkan layak digunakan untuk pembelajaran (2) untuk mengembangkan multimedia Interaktif berbasis *Problem Based Learning* Pada Pelajaran Ips di Kelas IV Sd Negeri 112300 Kongsu Enam yang dikembangkan efektif untuk meningkatkan hasil belajar. Model dalam pengembangan ini mengacu pada model penelitian dan pengembangan 4-D (*four-D*) yang terdiri dari 4 tahapan, *Define, Design Develop, dan Disseminate*. Subjek dari validator ahli materi, ahli media, ahli bahasa dan dua puluh lima siswa. Teknik Pengumpulan data yang digunakan dalam penelitian adalah (1) Lembar Validasi, (2) Tes Hasil Belajar Siswa. Multimedia interaktif berbasis *Problem Based Learning* secara keseluruhan dinyatakan dengan layak. Hal ini dibuktikan dengan hasil validasi oleh ahli materi sebesar 4,35 kategorikan valid, ahli media 4,15 dikategorikan valid dan ahli bahasa 4,2 dikategorikan valid. Keefektifan multimedia interaktif berbasis *Problem Based Learning* rata-rata sebesar 77, 04% dan rata-rata keefektifan pembelajaran menggunakan media cetak sebesar 70, 64%. Nilai keefektifan multimedia interaktif berbasis *Problem Based Learning* sangat layak digunakan dalam pembelajaran dan efektif untuk meningkatkan hasil belajar siswa.

Kata Kunci : pengembangan multimedia interaktif, *Problem Based Learning*, hasil belajar.



ABSTRACT

NELLA ABNA TANJUNG. 8216182027. *Development of Interactive Multimedia with Using Problem Based Learning to Improve Student Learning Outcomes in Grade 4th Social Science Subject at State Elementary School 112300 Kongsu Enam. Medan State University Postgraduate Basic Education Study Program Thesis 2024.*

The research would show (1) the *Development* of interactive learning multimedia based on problem-based learning in social studies subject for class IV SD 112300 Kongsu Enam sixth which has been develop suitable for use for learning, to develop interactive multimedia based on problem-based learning in social science lesson in class IV SD Negeri 112300 Kongsu enam Which was developed effectively to improve the learning result. The model in this *Development* refers to the 4-D (four-D) research and *Development* model which consists of 4 stage namely Defining, Designing, Developing, and Disseminating. The subjects were material expert validators, media experts, language experts, and twenty-five students. The data collection techniques used in the research were (1) Validation Sheet, (2) Student Learning Result Test. It used *Problem Based Learning* as a whole is stated to be adequate. This is proven by the validation result by material experts of 4,35 categorized as valid, media experts with 4,15 categorized as valid and language experts of 4,2 categorized as valid. The average effectiveness of interactive learning media using print PBL is 70,04% and the average effectiveness of learning using print media is 70.64%. The value of the effectiveness of interactive learning media based on problem-based learning is very suitable for use in learning and is effective in improving student learning outcomes.

Keywords: Interactive multimedia *Development*; problem-based learning; learning outcomes

