

ABSTRAK

Ade Hermansyah Pohan: Pengembangan Multimedia Interaktif Berbasis Problem Based Learning Untuk Meningkatkan Hasil Belajar Siswa Pada Pelajaran IPAS Kelas V Di UPT SD Negeri 065009 Medan. 2025

Penelitian dan pengembangan ini bertujuan untuk mengetahui kelayakan, kepraktisan dan keefektifan Multimedia Interaktif berbasis Problem Based Learning pada materi daerahku kebanggaanku kelas V UPT SD Negeri 065009 Medan. Jenis penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan 4-D. Adapun tahapan-tahapannya adalah sebagai berikut: (1) Tahapan Define (Analysis) untuk melakukan studi pendahuluan, (2) Tahapan Design untuk merancang multimedia interaktif, (3) Tahapan Develop untuk pembuatan produk dan uji kelayakan oleh ahli, (4) Tahapan Dessiminate untuk uji coba produk, uji kepraktisan dan uji efektivitas. Hasil penelitian menunjukkan: (1) Uji validasi ahli materi bahwa materi dalam multimedia yang dikembangkan masuk dalam kategori layak dengan perolehan skor rata-rata 3,79 (2) Uji validasi Ahli Desain Instruksional masuk dalam kriteria sangat layak dengan perolehan skor rata-rata 4,19. (3) Uji validasi Ahli Media masuk dalam kategori sangat layak dengan perolehan skor rata-rata 4,41. (4) Uji coba perorangan masuk dalam kriteria sangat praktis dengan persentase rata-rata 87,9% Dan (5) Uji coba lapangan masuk dalam kriteria sangat praktis dengan persentase rata-rata 92,9%. Uji kepraktisan oleh guru mendapatkan hasil sangat praktis dengan persentase rata-rata 90%. Hasil penggunaan Multimedia Interaktif berbasis Problem Based Learning mendapatkan nilai N-Gain rata-rata hasil belajar 0,80 dengan kriteria sangat efektif. Dari hasil tersebut, dapat disimpulkan bahwa penggunaan Multimedia Interaktif berbasis Problem Based Learning dalam pembelajaran efektif untuk meningkatkan hasil belajar peserta didik.

Kata Kunci: Multimedia Interaktif, Problem Based Learning, Daerahku
Kebanggaanku

ABSTRACT

Ade Hermansyah Pohan: *Development of Interactive Multimedia Based on Problem-Based Learning to Improve Student Learning Outcomes in IPAS Subject for Grade V at UPT SD Negeri 065009 Medan. 2025*

This research and development study aims to determine the feasibility, practicality, and effectiveness of interactive multimedia based on Problem-Based Learning (PBL) in the topic “*My Proud Region*” for Grade V students at UPT SD Negeri 065009 Medan. This study uses a development research design applying the 4-D development model, which consists of the following stages: (1) Define Stage (Analysis) to conduct preliminary studies, (2) Design Stage to design the interactive multimedia, (3) Develop Stage for product creation and validation by experts, and (4) Disseminate Stage for product trials, practicality testing, and effectiveness testing. The results of the study show: (1) The content expert validation test indicates that the materials in the developed multimedia are categorized as feasible, with an average score of 3.79. (2) The Instructional Design Expert validation is categorized as very feasible, with an average score of 4.19. (3) The Media Expert validation is also categorized as very feasible, with an average score of 4.41. (4) The individual trial indicates a very practical level, with an average percentage of 87.9%. (5) The field trial also shows a very practical level, with an average percentage of 92.9%. The practicality test by the teacher also shows a very practical result, with an average percentage of 90%. The use of interactive multimedia based on Problem-Based Learning resulted in an average N-Gain score of 0.80, which falls into the very effective category. Based on these results, it can be concluded that the use of interactive multimedia based on Problem-Based Learning is effective in improving students' learning outcomes.

Keywords: Interactive Multimedia, Problem-Based Learning, *My Proud Region*