

Nailatul Muna, 2026. Pengembangan Media Pembelajaran *Smart Box* Materi Permainan Bola Voli Kelas IV UPTD SDN Demangan 1 Bangkalan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Ana Naimatul Jannah, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya pemahaman peserta didik terhadap materi permainan bola voli karena pembelajaran masih didominasi oleh penggunaan buku paket dan metode ceramah serta belum didukung media pembelajaran yang menarik dan interaktif. Kondisi tersebut menyebabkan peserta didik kurang aktif dan mengalami kesulitan dalam memahami materi. Penelitian ini bertujuan untuk mengetahui kevalidan, kemenarikan, dan keefektifan media pembelajaran *Smart Box* pada materi permainan bola voli kelas IV UPTD SDN Demangan 1 Bangkalan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian terdiri atas ahli materi, ahli media, ahli desain pembelajaran, guru, dan 32 peserta didik kelas IV UPTD SDN Demangan 1 Bangkalan. Instrumen penelitian meliputi lembar validasi ahli, angket respons guru dan peserta didik, lembar observasi guru dan peserta didik, serta tes hasil belajar. Data dianalisis menggunakan teknik analisis deskriptif kuantitatif dalam bentuk persentase. Hasil penelitian menunjukkan bahwa media pembelajaran *Smart Box* memenuhi kriteria sangat valid, dengan persentase validasi ahli materi sebesar 95%, ahli media 95%, dan ahli desain pembelajaran 94,6%. Tingkat kemenarikan media juga berada pada kategori sangat menarik, ditunjukkan oleh hasil angket respons guru sebesar 97,5% dan respons peserta didik sebesar 93,5%. Keefektifan media ditunjukkan melalui hasil observasi aktivitas guru sebesar 93,7%, aktivitas peserta didik sebesar 96,7%, hasil belajar peserta didik sebesar 90,7%, serta ketuntasan belajar klasikal mencapai 100%. Berdasarkan hasil tersebut, media pembelajaran *Smart Box* dinyatakan sangat valid, sangat menarik, dan efektif sehingga layak digunakan sebagai media pembelajaran pada materi permainan bola voli kelas IV sekolah dasar.

Kata kunci: Media, *Smart Box*, permainan bola voli, PJOK.

Nailatul Muna, 2026. Development of Smart Box Learning Media for Volleyball Game Material for Grade IV at Demangan 1 Elementary School Bangkalan. Undergraduate Thesis. Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor: Ana Naimatul Jannah, S.Pd., M.Pd.

ABSTRACT

This research is motivated by students' low understanding of volleyball game material because learning is still dominated by the use of textbooks and lecture methods, and is not yet supported by engaging and interactive learning media. This condition causes students to be less active and have difficulty understanding the material. This study aims to determine the validity, attractiveness, and effectiveness of the Smart Box learning media for volleyball game material for Grade IV at Demangan 1 Elementary School Bangkalan. This research uses a Research and Development (R&D) method with the ADDIE development model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The research subjects consist of a subject matter expert, a media expert, a learning design expert, a teacher, and 32 Grade IV students of Demangan 1 Elementary School Bangkalan. The research instruments include expert validation sheets, teacher and student response questionnaires, teacher and student observation sheets, and learning achievement tests. Data were analyzed using quantitative descriptive analysis techniques in the form of percentages. The results show that the Smart Box learning media meets the criteria of being highly valid, with validation percentages of 95% from the subject matter expert, 95% from the media expert, and 94.6% from the learning design expert. The level of attractiveness of the media is also in the highly attractive category, as shown by teacher response questionnaire results of 97.5% and student response results of 93.5%. The effectiveness of the media is demonstrated through teacher activity observation results of 93.7%, student activity results of 96.7%, student learning outcomes of 90.7%, and classical learning completeness reaching 100%. Based on these results, the Smart Box learning media is declared highly valid, highly attractive, and effective, thus it is suitable for use as a learning medium for volleyball game material in Grade IV elementary school.

Keywords: Media, Smart Box, volleyball game, Physical Education, Sports, and Health