

Nuris Saadah, 2021. Pengembangan Media Pembelajaran Video Interaktif Komponen Ekosistem Pada Siswa Kelas V di SD Negeri Buddan 1. Skripsi. Program Studi Pendidikan Guru Sekolah dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda Siswoyo, S.Pd., M.Pd

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengetahui kevalidan, kemenarikan dan keefektifan pengembangan media pembelajaran video interaktif ekosistem pada siswa kelas V. Penelitian Pengembangan ini menggunakan model Borg and Gall. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kevalidan rata-rata video pembelajaran komponen ekosistem sebesar 82% dalam kategori sangat valid. Kemenarikan dilihat dari persentase hasil angket respon siswa sebesar 93% dengan kategori menarik. Keefektifan video interaktif komponen ekosistem dilihat dari observasi aktivitas guru sebesar 86% dalam kategori efektif, observasi aktivitas siswa sebesar 84% dalam kategori efektif dan persentase ketuntasan klasikal sebesar 100% dalam kategori tuntas sehingga dapat disimpulkan video interaktif komponen ekosistem efektif digunakan pada pembelajaran. Kemenarikan dilihat dari persentase hasil angket respon siswa sebesar 93% dengan kategori menarik. Berdasarkan hasil penelitian maka video interaktif komponen ekosistem valid, menarik dan efektif digunakan pada tema 5 subtema 1 pembelajaran 1 dan pembelajaran 2.

Kata kunci: Pengembangan media pembelajaran video interaktif komponen ekosistem pada kelas V di sekolah dasar

Nuris Saadah, 2021. Development of Ecosystem Component Interactive Video Learning Media for Class V Students in Public Elementary Schools Buddan 1. Thesis. Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd

ABSTRACT

The purpose of this development research is to determine the validity, attractiveness and effectiveness of the development of interactive video learning media ecosystem for fifth grade students. This development research uses the Borg and Gall model. Based on the results of the research conducted, it was found that the percentage of the average validity of the learning videos of ecosystem components was 82% in the very valid category. The attractiveness is seen from the percentage of student response questionnaire results of 93% with an interesting category. The effectiveness of interactive video of ecosystem components is seen from the observation of teacher activities by 86% in the effective category, observation of student activities by 84% in the effective category and the percentage of classical completeness by 100% in the complete category so that it can be concluded that interactive videos of ecosystem components are effectively used in learning. The attractiveness is seen from the percentage of student response questionnaire results of 93% with an interesting category. Based on the results of the study, the interactive video of ecosystem components is valid, interesting and effective to be used in theme 5, sub-theme 1, learning 1 and learning 2.

Keywords: Development of interactive video learning media for ecosystem components in fifth grade in elementary school