

ABSTRAK

Waruwu, Astri Purna Wati. 2025. *Pengembangan Multimedia Interaktif Berbasis Problem Based Learning Pada Mata Pelajaran IPA Di UPTD SMP Negeri 2 Lolofitu Moi*, Skripsi, Program Studi Pendidikan Biologi, Universitas Nias

Penelitian ini bertujuan 1. Untuk mengetahui pengembangan multimedia interaktif berbasis *Problem Based Learning* dapat meningkatkan hasil belajar peserta didik, 2. Untuk mengetahui kelayakan, kepraktisan dan efektivitas multimedia interaktif berbasis *Problem Based Learning* meningkatkan hasil belajar peserta didik. Model pengembangan yang digunakan adalah model 4-D (*Define, Design, Develop, Disseminate*). Populasi dalam penelitian ini adalah peserta didik kelas VII-2 UPTD SMP Negeri 2 Lolofitu Moi dengan jumlah 25 orang.

Hasil validasi dari ahli materi dosen diperoleh persentase 94,6% kriteria sangat valid, ahli materi guru diperoleh persentase 98,2% kriteria sangat valid, bahasa diperoleh persentase 100% kriteria sangat valid, dan media diperoleh persentase 97,8% kriteria sangat valid menunjukkan bahwa multimedia interaktif yang dikembangkan layak digunakan. Kemudian hasil angket respon peserta didik, menunjukkan adanya peningkatan pada setiap uji kepraktisan, maka sesuai dengan uji coba perseorangan memperoleh tingkat pencapaian 86,1% kriteria praktis, uji coba kelompok kecil memperoleh tingkat pencapaian 83,35 kriteria praktis, dan uji coba lapangan memperoleh tingkat pencapaian 90,6%, kategori sangat praktis. Dan pemerolehan jumlah peserta didik yang tuntas mencapai nilai rata-rata 84% kriteria sangat efektif dengan KKM 70. Berdasarkan hasil penelitian, dapat disimpulkan bahwa pengembangan multimedia interaktif berbasis *Problem Based Learning* sangat layak, praktis dan efektif untuk digunakan dalam meningkatkan hasil belajar peserta didik pada mata pelajaran IPA.

Kata Kunci: Multimedia Interaktif, *Problem Based Learning*, Hasil Belajar, Pelajaran IPA

ABSTRACT

Waruwu, Astri Purna Wati. 2025. Development of Interactive Multimedia Based on Problem Based Learning in Science Subjects at UPTD SMP Negeri 2 Lolofitu Moi, Thesis, Biology Education Study Program, Nias University

This study aims to 1. To determine the development of interactive multimedia based on Problem Based Learning can improve student learning outcomes, 2. To determine the feasibility, practicality and effectiveness of interactive multimedia based on Problem Based Learning to improve student learning outcomes. The development model used is the 4-D model (Define, Design, Develop, Disseminate). The population in this study were students of class VII-2 UPTD SMP Negeri 2 Lolofitu Moi with a total of 25 people.

The results of validation from lecturer material experts obtained a percentage of 94,6% very valid criteria, teacher material experts obtained a percentage of 98,2% very valid criteria, language obtained a percentage of 100% very valid criteria, and media obtained a percentage of 97,8% very valid criteria indicating that the interactive multimedia developed is feasible to use. Then the results of the student response questionnaire, showing an increase in each practicality test, then according to the individual trial obtained an achievement level 86,1% practical criteria, the small group trial obtained an achievement level 83,3% practical criteria, and the field trial obtained an achievement level of 90,6%, a very practical criteria. And the acquisition of the number of students who are complete reaches an average value of 84% very effective criteria with KKM 70. Based on the result of the study, it can be concluded that the development of interactive multimedia based on Problem Based Learning is very feasible, practical and effective for use in improving student learning outcomes in science subjects.

Keywords: Interactive Multimedia, Problem Based Learning, Learning Out comes, Science Lessons