

ABSTRAK**PENGEMBANGAN MEDIA PEMBELAJARAN *POWERPOINT* INTERAKTIF
MATERI PENYESUAIAN MAKHLUK HIDUP TERHADAP LINGKUNGAN
UNTUK SISWA KELAS V
SD NEGERI DEPOK 1**

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Berdasarkan analisis kebutuhan, didapatkan bahwa guru membutuhkan contoh media pembelajaran berbasis TIK dalam proses pembelajaran di kelas. Tujuan penelitian dilakukan untuk mengetahui prosedur penelitian dan mengetahui kualitas media yang dikembangkan.

Jenis penelitian yaitu penelitian *Research and Development (R&D)*. Prosedur penelitian pengembangan ini terdapat 9 langkah yaitu: 1) Potensi dan masalah, 2) Pengumpulan data, 3) Desain produk, 4) Validasi desain, 5) Revisi desain, 6) Uji coba produk, 7) Revisi produk, 8) Uji coba pemakaian, 9) Revisi produk sampai menghasilkan produk uji pemakaian yang berupa media pembelajaran *Powerpoint* Interaktif. Subjek dalam penelitian ini peserta didik kelas V SD Negeri Depok 1. Instrumen yang digunakan dalam penelitian ini yaitu daftar pertanyaan wawancara dan kuesioner. Wawancara digunakan untuk menganalisis kebutuhan media pembelajaran berbasis TIK, sedangkan kuesioner digunakan sebagai kebutuhan validasi media yang dilakukan oleh dua pakar ahli media pembelajaran TIK dan dua guru kelas V SD.

Hasil penelitian menunjukkan bahwa media layak digunakan. Hal ini ditunjukkan dari hasil validasi 4 pakar ahli menunjukkan skor rata-rata 3,75 dengan kategori "Sangat baik". Berdasarkan skor tersebut menunjukkan bahwa media pembelajaran *Powerpoint* Interaktif mempunyai kualitas "Sangat baik" dan layak untuk digunakan.

Kata Kunci : Media Pembelajaran berbasis TIK, *Powerpoint* Interaktif, *Research and Development*

ABSTRACT

**THE DEVELOPMENT OF INTERACTIVE POWERPOINT LEARNING MEDIA ON
THE TOPIC OF LIVING ORGANISMS ADAPTATION
TO THE ENVIRONMENT FOR FIFTH GRADE STUDENTS
OF SD NEGERI DEPOK 1**

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Based on the necessary with the teachers, it is concluded that teachers need Information Technology (IT)-based learning media in the teaching and learning process in the classroom. The main purpose of this study is to know about the research procedure and to know about the quality of the media that developed.

This study is a Research and Developmental (R&D) study. The develop procedure of the study uses 9 steps, including: 1) Potentials and problems, 2) Data collection, 3) Product design, 4) Design validation, 5) Design revision, 6) Product try-out, 7) Product revision, 8) Application try-out, 9) Product revision until the desired products, i. e. interactive Powerpoint learning media, are complete. The subjects of the study were fifth grade students of SD Negeri Depok 1. The instruments used in this study were a list of questions for the interview and questionnaires. The interview was used to analyse the needs of IT-based learning media. On the other hand, the questionnaire was used to validate the media which was done by two IT media experts and two fifth grade teachers.

The results of the study showed that the media were appropriate to be implemented. This showed from the four expert of the validation result that average score 3,75 with very good category. Based of the score showed that the interactive power point learning has the very good quality and proper to uses.

Keywords: *IT-based learning media, Interactive Powerpoint, Research and Development*