

## ABSTRAK

**“PENGEMBANGAN VIDEO PEMBELAJARAN DIGITAL INTERAKTIF UNTUK MELATIH KEMAMPUAN CRITICAL THINKING DAN PROBLEM SOLVING PADA MATERI IPS KEGIATAN EKONOMI KELAS V SD”**

Robertus Udoro Kusumo Nugroho

Universitas Sanata Dharma

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Penelitian ini dilakukan untuk membantu pembelajaran daring siswa kelas V. Tujuan penelitian ini adalah mengetahui kualitas video pembelajaran yang melatih keterampilan berpikir kritis dan memecahkan masalah pada siswa kelas V. Media belajar berupa video pembelajaran yang berisi matapelajaran IPS “Jenis-jenis kegiatan ekonomi”. Jenis penelitian ini adalah penelitian pengembangan (*RnD*) yang menggunakan metode ADDIE (*Analyze, Design, Develop, Implement Evaluate*). Teknik pengumpulan data penelitian berupa lembar observasi, wawancara, kuesioner dan tes. Teknik analisis data menggunakan metode kualitatif dan kuantitatif. Pada uji validitas produk melibatkan 4 orang berupa ahli media dan ahli materi.

Hasil penelitian yang dilakukan sebagai berikut ;1) Produk video pembelajaran dapat melatih berpikir kritis dan memecahkan masalah pada pembelajaran IPS bagi siswa kelas 5 dengan metode ADDIE (*Analyze, Design, Develop, Implement Evaluate*). 2) Kualitas produk penelitian dilakukan uji validitas pada ahli media dan materi mendapatkan jumlah skor 3,78 termasuk dalam kategori “baik” dan memerlukan sedikit revisi. Observasi implementasi mendapatkan jumlah skor 4,16 termasuk kategori baik. Hasil kuesioner implementasi mendapatkan jumlah skor 4,33 termasuk kategori “Sangat Baik”.

**Kata Kunci :** Video pembelajaran, keterampilan berpikir kritis (*critical thinking*) dan memecahkan masalah (*problem solving*), IPS

**ABSTRACT****“DEVELOPMENT OF INTERACTIVE DIGITAL LEARNING VIDEOS TO TRAIN CRITICAL THINKING AND PROBLEM SOLVING ABILITIES ON ECONOMIC ACTIVITIES IN CLASS V”**

Robertus Udoro Kusumo Nugroho

Sanata Dharma University

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*This study was conducted to assist fifth graders in online learning. The purpose of this study was to determine the quality of learning videos that train critical thinking and problem solving skills in fifth grade students. The learning media is in the form of learning videos containing social studies subjects “Types of economic activity”. This type of research is development research (RnD) using the ADDIE (Analyze, Design, Develop, Implement Evaluate) method. Research data collection techniques in the form of observation sheets, interviews, questionnaires and tests. The data analysis technique used qualitative and quantitative methods. The product validity test involves 4 people in the form of media experts and material experts.*

*The results of the research carried out are as follows: 1) Learning video products can train critical thinking and solve problems in social studies learning for grade 5 students with the ADDIE method (Analyze, Design, Develop, Implement Evaluate). 2) The quality of the research product was tested for validity on media and material experts to get a total score of 3.78 which was included in the “good” category and needed a little revision. Implementation observations get a total score of 4.16 including “good” categories. The results of the implementation questionnaire get a total score of 4.33 including the “Very Good” category.*

**Keywords:** Video learning, critical thinking and problem solving skills, social studies