

ABSTRAK

PENGEMBANGAN MODUL AJAR *DEEP LEARNING* BERBASIS PBL DAN MEDIA INTERAKTIF MATERI “MENJELASKAN PERIBAHASA BERDASARKAN INFORMASI” KELAS II SD

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Penelitian ini dilatarbelakangi oleh kebutuhan guru kelas II SD Kanisius Wirobrajan 1 Yogyakarta dalam mengembangkan modul ajar berbasis *deep learning* pada mata pelajaran Bahasa Indonesia materi “Menjelaskan peribahasa berdasarkan informasi.” Modul ajar yang peneliti kembangkan menerapkan model *problem based learning* (PBL) dan media interaktif. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE yang terdiri atas lima tahap, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*. Subjek penelitian ini adalah 27 peserta didik kelas II SD Kanisius Wirobrajan 1 Yogyakarta. Teknik pengumpulan data dilakukan melalui kuesioner analisis kebutuhan. Teknik analisis data menggunakan pendekatan kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa modul ajar yang dikembangkan memperoleh skor rata-rata 3,6 (dari rentang 1-4) yang berarti “sangat baik”, sehingga layak untuk diujicobakan. Uji coba dilakukan dua kali pertemuan kepada 27 peserta didik kelas II. Hasil uji coba menunjukkan bahwa pemahaman peserta didik mengalami peningkatan: dari hasil *post-test* 77% di pertemuan pertama menjadi 88% di pertemuan kedua. Dengan demikian, modul ajar yang dikembangkan peneliti memberikan dampak positif bagi peserta didik untuk memahami pembelajaran Bahasa Indonesia materi “Menjelaskan peribahasa berdasarkan informasi.”

Kata kunci: Modul Ajar, *Deep Learning*, PBL, Media Interaktif.

ABSTRACT

***DEVELOPMENT OF A PBL BASED DEEP LEARNING TEACHING
MODULE USING INTERACTIVE MEDIA ON THE TOPIC “EXPLAINING
PROVERBS BASED ON INFORMATION” FOR SECOND GRADE***

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This study was motivated by the need of second-grade teachers at Kanisius Wirobrajan 1 Elementary School in Yogyakarta to develop a deep learning-based teaching module for the Indonesian Language subject on the topic “Explaining proverbs based on information.” The teaching module developed by the researcher applies the problem-based learning (PBL) model and interactive media. The research method used was Research and Development (R&D) with the ADDIE model, which consists of five stages: Analyze, Design, Develop, Implement, and Evaluate. The subjects of this study were 27 second-grade students at Kanisius Wirobrajan 1 Elementary School in Yogyakarta. Data collection was conducted using a needs analysis questionnaire. Data analysis employed both qualitative and quantitative approaches. The results indicated that the developed instructional module received an average score of 3.6 (on a scale of 1–4), which signifies “very good,” making it suitable for pilot testing. The pilot test was conducted over two sessions with the 27 second-grade students. The pilot test results showed that the students’ understanding improved: from a post-test score of 77% in the first session to 88% in the second session. Thus, the teaching module developed by the researcher had a positive impact on the students’ understanding of the Indonesian language lesson on the topic “Explaining proverbs based on information.”

Keywords: *Teaching Modules, Deep Learning, Problem Based Learning, Interactive Media.*