

ABSTRAK

Anisa Zuraida Eka Yanti 2024. *Pengembangan Media Pembelajaran Ular Tangga Digital Berbasis Qr-Code Pada Muatan Pelajaran IPAS Menggunakan Model Problem Based Learning (PBL) Kelas V Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Pinkan Amita Tri Prasasti, M.Pd., (II) Dr. Ivayuni Listiani, M.Pd.

Penelitian ini dilaksanakan berdasarkan fakta lapangan bahwasannya peserta didik merasa bosan di saat pembelajaran IPAS, dan peserta didik kurang memahami akan konsep pembelajaran IPAS. Disaat kegiatan pembelajaran berlangsung biasanya guru hanya menggunakan media pembelajaran berupa PPT dan juga Canva yang kurang menarik perhatian peserta didik selain itu juga disaat kegiatan evaluasi pembelajaran guru tidak menggunakan media digital untuk mengetahui kemampuan atau pemahaman peserta didik terhadap materi yang diberikan. Dengan adanya hal tersebut maka peneliti memilih media ular tangga digital yang berbasis *Qr-Code* dengan model pembelajaran PBL sebagai salah satu media pembelajaran terutama dalam kegiatan evaluasi berlangsung. Media ini dirancang dengan menggunakan metode *Research & Development (R&D)* dengan model ADDIE. Setelah media dikembangkan peneliti melakukan uji kelayakan produk kepada tiga ahli, yaitu ahli media, ahli materi, dan ahli bahasa. Untuk penilaian dari ahli media mendapatkan persentase sebesar 88% dengan kategori “sangat layak”, ahli materi juga mendapatkan persentase 88% dengan kategori “Sangat llayak” dan yang terakhir ahli bahasa mendapatkan skor sebanyak 97% dengan kategori “sangat layak”. Setelah melalui uji validasi, peneliti selanjutnya melakukan uji coba media pembelajaran ular tangga digital berbasis *Qr-code* kepada para pengguna yakni guru dan siswa kelas V Sdn oro-oro ombo. Untuk angket siswa memperoleh persentase sebanyak 93% dengan kategori “Sangat Layak”, 92% berdasarkan nilai dari angket guru. dengan kategori “sangat layak”. Sehingga dapat disimpulkan bahwa media pembelajaran ular tangga digital berbasis *Qr-Code* ini sangat layak untuk digunakan.

Kata Kunci: Media Pembelajaran, Ular Tangga Digital, *Qr-Code*, IPAS, *Problem Based Learning (PBL)*, Kelas V Sekolah Dasar.

ABSTRACT

Anisa Zuraida Eka Yanti 2024. Development of Qr-Code Based Digital Snakes and Ladders Learning Media in Science and Technology Lesson Content Using the Problem Based Learning (PBL) Model for Class V Elementary Schools. Thesis. Primary School Teacher Education Study Program, FKIP, PGRI Madiun University. Supervisor (I) Pinkan Amita Tri Prasasti, M.Pd., (II) Dr. Ivayuni Listiani, M.Pd.

This research was carried out based on field facts that students felt bored when learning science and technology, and students did not understand the concept of learning science and science. When learning activities take place, teachers usually only use learning media in the form of PPT and Canva, which do not attract the attention of students. Apart from that, during learning evaluation activities, teachers do not use digital media to determine students' abilities or understanding of the material provided. Given this, the researcher chose Qr-Code-based digital snakes and ladders media with a PBL learning model as one of the learning media, especially in ongoing evaluation activities. This media was designed using the Research & Development (R&D) method with the ADDIE model. After the media was developed, the researchers conducted a product feasibility test with three experts, namely media experts, material experts and language experts. For the assessment, media experts got a percentage of 88% in the "very worthy" category, material experts also got a percentage of 88% in the "Very worthy" category and finally linguists got a score of 97% in the "very worthy" category. After going through the validation test, the researchers then tested the Qr-code based digital snakes and ladders learning media on users, namely teachers and class V students of Oro-oro Ombo Sdn. For the questionnaire, students obtained a percentage of 93% in the "Very Eligible" category, 92% based on the score from the teacher's questionnaire. with the "very feasible" category. So it can be concluded that this Qr-Code based digital snakes and ladders learning media is very suitable for use.

Keywords: Learning Media, Digital Snakes and Ladders, Qr-Code, Science, Problem Based Learning (PBL), Class V Elementary School.