

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif Genially “found around us” dengan pendekatan Deep Learning pada pembelajaran IPAS materi gaya disekitar kita untuk siswa kelas IV SD, serta mengetahui kelayakannya berdasarkan penilaian ahli dan respon pengguna. Penelitian ini menggunakan metode Research and Development (R&D) dengan model Borg and Gall yang terdiri dari 10 tahapan. Subjek uji coba adalah siswa kelas IV SDN 01 Manisrejo Kota Madiun dengan rincian uji coba perorangan (6siswa), kelompok kecil (12 siswa) dan kelompok besar (26 siswa). Pengumpulan data dilakukan melalui observasi, wawancara, lembar validasi ahli, angket respon guru dan siswa, serta pre-test dan post-test. Hasil validasi menunjukkan media dinyatakan sangat layak oleh ahli media (82,75%), ahli materi (83,75%), dan ahli bahasa (85,88%). Respon guru mencapai 98,09% dan respon siswa pada tiga tahap uji coba rata-rata diatas 92%, keduanya berkategori sangat layak. Hasil pre-test menunjukkan rata-rata siswa sebesar 51,34%, meningkat signifikan menjadi 94,03% pada post-test setelah penggunaan media. Disimpulkan bahwa media pembelajaran interaktif Genially “found around us” dengan pendekatan deep learning layak dan efisien digunakan dalam pembelajaran IPAS di sekolah dasar.

Kata Kunci: media interaktif, Genially, deep learning, IPAS.

ABSTRACT

This study aims to develop the "Found Around Us" interactive learning media using Genially, incorporating a Deep Learning approach for the Natural and Social Sciences (IPAS) topic of "forces around us" for fourth-grade elementary students, and to determine its feasibility based on expert assessments and user responses. The study employs the Research and Development (R&D) method using the Borg and Gall model, which consists of ten stages. The trial subjects were fourth-grade students at SDN 01 Manisrejo, Madiun City, involving individual trials (6 students), small-group trials (12 students), and large-group trials (26 students). Data collection was conducted through observations, interviews, expert validation sheets, teacher and student response questionnaires, as well as pre-tests and post-tests. Validation results indicated that the media was deemed highly feasible by media experts (82.75%), content experts (83.75%), and language experts (85.88%). Teacher response reached 98.09%, and student responses across the three trial stages averaged above 92%; both were categorized as highly feasible. Pre-test results showed a student average of 51.34%, which increased significantly to 94.03% in the post-test following the use of the media. It is concluded that the "Found Around Us" interactive learning media (Genially) with a deep learning approach is feasible and efficient for use in IPAS instruction at the elementary school level.

Keywords: interactive media, Genially, deep learning, IPAS.