

PENGEMBANGAN MEDIA PEMBELAJARAN SENAM LANTAI BERBASIS POWERPOINT INTERAKTIF

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ABSTRAK

Tujuan dari penelitian ini adalah mengembangkan media pembelajaran senam lantai berbasis PowerPoint interaktif. Metode yang digunakan dalam penelitian ini adalah metode *Research and Development* (R & D). Lima tahapan dalam penelitian ini adalah : analisis, desain, pengembangan, implementasi dan evaluasi yang di adaptasi dari model Lee & Owen. Kuesioner dan pedoman wawancara merupakan instrumen yang digunakan dalam pengembangan produk. Instrumen yang digunakan adalah LORI version 2.0. Instrumen yang telah dibuat kemudian di uji validitas dan reabilitas menggunakan rumus korelasi *pearson* atau *product moment* dengan analisa IBM SPSS *statistics*. Tempat pelaksanaan penelitian di SD Negeri 09 Rangkang, Kabupaten Bengkayang. Teknik pengumpulan data dilakukan dengan wawancara, angket dan observasi. Hasil penelitian yang didapat dari hasil analisis ahli media didapatkan 93,3 % (sangat valid), hasil analisis ahli materi didapatkan 91,4 % (sangat valid), hasil evaluasi pengguna (guru) didapatkan 78,5 % (valid), hasil uji coba kelompok kecil diperoleh 88,6 % (sangat valid), dan hasil uji coba kelompok besar diperoleh 89,6 % (sangat valid). Hasil penelitian ini menunjukkan bahwa melalui media pembelajaran senam lantai berbasis PowerPoint interaktif dapat meningkatkan motivasi belajar peserta didik terhadap pembelajaran senam lantai.

Kata Kunci: Media Pembelajaran, Senam Lantai, Interaktif

DEVELOPMENT OF INTERACTIVE POWERPOINT BASED ON FLOOR GYMNASTIC LEARNING MEDIA

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ABSTRACT

The aim of this research is to develop interactive PowerPoint-based floor exercise learning media. The method used in this research is the Research and Development (R & D) method. The five stages in this research are: analysis, design, development, implementation and evaluation which were adapted from the Lee & Owen model. Questionnaires and interview guides are instruments used in product development. The instrument used was LORI version 2.0. The instruments that have been created are then tested for validity and reliability using the Pearson correlation or product moment formula with IBM SPSS statistics analysis. The location of the research was at SD Negeri 09 Rangkang, Bengkayang Regency. Data collection techniques were carried out by interviews, questionnaires and observation. The research results obtained from media expert analysis results were 93.3% (very valid), material expert analysis results were 91.4% (very valid), user (teacher) evaluation results were 78.5% (valid), test results the small group trial obtained 88.6% (very valid), and the results of the large group trial obtained 89.6% (very valid). The results of this research show that interactive PowerPoint-based floor exercise learning media can increase students' learning motivation towards floor exercise learning.

Keywords: Instructional Media, Gymnastics, Interaktif