

**PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS
INTERAKTIF PADA MATERI NILAI-NILAI PANCASILA
DI KELAS IV SD SWASTA MULIA MEDAN
T.A 2024/2025**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kevalidan dan kepraktisan pengembangan video pembelajaran berbasis interaktif pada materi nilai-nilai Pancasila di kelas IV SD Swasta Mulia Medan. Jenis penelitian *research and development* dengan model PPE (*Planning, Production, Evaluation*). Adapun lokasi penelitian ini dilaksanakan di SD Swasta Mulia Medan tepatnya berada di Jalan Kenanga Sari No. 33 Tj sari, Kota Medan, Sumatera Utara. Waktu penelitian dilaksanakan pada Januari 2025 selama 1 hari. Subjek penelitian adalah sekolah SD Swasta Mulia Medan kelas IV yang berjumlah 20 orang. Hasil penelitian menunjukkan kevalidan dilihat dari hasil keseluruhan validator berupa lembar validasi dengan persentase nilai dari validator ahli materi 93%. Persentase nilai dari validator ahli media 96% dan termasuk kedalam kategori sangat valid, serta kepraktisan dapat dilihat melalui hasil angket respon guru dengan nilai 96% sehingga dapat disimpulkan bahwa Video pembelajaran berbasis interaktif yang dikembangkan termasuk dalam kategori praktis. Kesimpulan penelitian ini adalah video pembelajaran berbasis interaktif yang dikembangkan dinyatakan valid dan praktis dalam penggunaannya untuk proses pembelajaran.

Kata Kunci: video interaktif, pengembangan, nilai-nilai Pancasila.

**DEVELOPMENT OF INTERACTIVE LEARNING VIDEO ON
PANCASILA VALUES MATERIAL IN CLASS 4 SD
SWASTA MULIA MEDAN ACADEMIC YEAR
2024/2025**

ABSTRACT

This study aims to determine the validity and practicality of developing interactive learning videos on the topic of Pancasila values for fourth-grade students at SD Swasta Mulia Medan. This research is categorized as research and development (R&D) using the PPE (Planning, Production, Evaluation). The study was conducted at SD Swasta Mulia Medan, located at Jalan Kenanga Sari No. 33, Tj Sari, Medan City, North Sumatra. The research took place in January 2025 over one day. The subjects of the study were 20 fourth-grade students at SD Swasta Mulia Medan. The results indicate that the validity of the developed video was assessed using validation sheets, with scores from the expert validators. The material expert validator gave a score of 93%, while the media expert validator gave a score of 96%, classifying it as highly valid. The practicality aspect was evaluated through teacher response questionnaires, which resulted in a score of 96%. Based on these findings, it can be concluded that the developed interactive learning video is categorized as practical. The final conclusion of this research is that the developed interactive learning video is valid and practical for use in the learning process.

Keywords: *interactive video, development, Pancasila values.*