



# LEARNING MEDIA CONTENT INTERACTIVE VIDEO PRESENTATION ORIENTED CREATIVE PROBLEM SOLVING MODEL: A VALIDITY TEST

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## **A B S T R A C T**

This study aims to obtain data on the feasibility or validation of digital interactive learning media oriented to Creative Problem Solving. Data processing carried out is qualitative and quantitative data. To analyze the research data using quantitative descriptive analysis techniques. Content Validity (CVI) is an approach taken to obtain validity test scores. From the results of the validity test, the results of the media aspect were 0.93, the material aspect was 0.95, then the Education Expert assessment aspect was 0.91. The test results can be translated as digital interactive learning video media oriented to the Creative Problem Solving model, which is very relevant to be developed because it has been tested in terms of media material and testing by Education Experts

**Keywords:** *Learning Media; Interactive Video Presentation; Validity Test; Creative Problem Solving*