

Arfilian, Nisa. 2019. Pengembangan Multimedia *Simple Plane Game* Berbasis Android Materi Pesawat Sederhana Kelas V Mata Pelajaran IPA di SDN Bandungsari Lamongan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Andika Adinanda Siswoyo S.Pd., M.Pd. dan Pembimbing II: Fachrur Rozie S.Pd., M.Pd.

ABSTRAK

Pengembangan multimedia ini dilatar belakangi oleh guru yang tidak menggunakan media di setiap pembelajaran, kurang aktifnya siswa dalam mengikuti pembelajaran dan hasil belajar siswa yang tidak memuaskan. Dari permasalahan tersebut peneliti mengembangkan multimedia *simple plane game* berbasis android materi pesawat sederhana. Model yang digunakan dalam pengembangan ini adalah model R&D oleh Sugiyono. Instrumen pengumpulan data berupa lembar observasi, angket, wawancara, tes dan dokumentasi. Teknik analisis data menggunakan analisis kuantitatif dan kualitatif. Penelitian dan pengembangan yang telah dilakukan diperoleh hasil kevalidan multimedia *simple plane game* berbasis android 89,16 % (sangat valid). Hasil keterterapan memperoleh presentase 92,5 % (sangat baik untuk digunakan). Hasil keefektifan memperoleh observasi aktivitas guru memperoleh presentase 97,72 %, observasi aktivitas siswa 93,86%, ketuntasan klasikal 90% (sangat efektif) . Hasil kemenarikan media memperoleh presentase 97,62% (sangat menarik). Dari hasil penelitian dan pengembangan tersebut dapat disimpulkan bahwa multimedia *simple plane game* berbasis android materi pesawat sederhana kelas V mata pelajaran IPA sangat valid, sangat baik digunakan, sangat efektif dan sangat menarik sehingga dapat digunakan dalam pembelajaran.

Kata Kunci : Pengembangan, multimedia simple plane game, materi pesawat sederhana, mata pelajaran IPA.

Arfilian, Nisa. 2019. Development of Android Based Simple Plane Game Multimedia of Simple Plane Material of Fifth Grade Science Subject in SDN Badungsari Lamongan. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I: Andika Adinanda Siswoyo S.Pd., M.Pd. Advisor II: Fachrur Rozie S.Pd., M.Pd.

ABSTRACT

This multimedia development is motivated by teachers who still do not use media in every learning as well as students who lack of active participation in learning and students' learning outcomes that is unsatisfactory if the learning does not use learning media. From these problems, the writer by developing android based simple plane multimedia of simple plane material. The model used in this development is R&D model from Sugiyono. The instruments of collecting data are in the forms of observation sheets, questionnaire, interview, tests and document. Technique of analyzing data uses quantitative analysis and qualitative. Based on the study and development that have been done, it is found that the results of android based simple plane game multimedia validity are: according to expert is 89,16% (very valid). The results of applicability gets a percentage of 92.5% (very good to use). The results of the effectiveness in the usage testing gets a percentage of the teacher's observation obtained a percentage of 97.72%, observations of student activities 93.86%, classical completeness of 90% can be categorized as (very effective) . The results of media attractiveness in the usage testing is 97.62% (very attractive). From the results of the study and development, it can be concluded that android based simple plane game multimedia of simple plane material of Fifth grade Science subject is very valid, very effective and very attractive so that it can be used in learning.

Keywords: Development, simple plane game multimedia, simple plane material, Science subject.