

Sari, Imani Puspita. 2019. *Pengembangan Multimedia Interaktif Berbasis Game 2d Flash Pada Pembelajaran Matematika Materi Pecahan Sederhana Untuk Siswa Kelas III UPTD SDN Banyuajuh 4 Kamal*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., M.Si. Pembimbing II: Umi Hanik, S.Pd., M.Pd.

ABSTRAK

Tujuan pengembangan ini untuk mengembangkan media pembelajaran berbentuk Multimedia Interaktif Berbasis Game 2d Flash pada pembelajaran matematika materi pecahan sederhana yang valid, efektif dan menarik untuk siswa kelas III UPTD SDN Banyuajuh 4 Kamal. Penelitian ini menggunakan model pengembangan *Borg and Gall* yang dimodifikasi oleh Sugiyono. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil persentase kevalidan Multimedia Interaktif Berbasis Game 2d Flash berdasarkan para ahli sebesar 84,14% (sangat valid). Keefektifan Multimedia Interaktif Berbasis Game 2d Flash pada uji coba pemakaian diukur dari tes hasil belajar siswa memperoleh persentase ketuntasan belajar klasikal sebesar 100% (efektif). Kemenarikan Multimedia Interaktif Berbasis Game 2d Flash diukur dari hasil persentase angket respon siswa pada uji coba pemakaian sebesar 99% (menarik). Hasil tersebut menunjukkan bahwa Multimedia Interaktif Berbasis Game 2d Flash valid, efektif dan menarik digunakan pada mata pelajaran matematika materi Pecahan Sederhana untuk Siswa Kelas III UPTD SDN Banyuajuh 4 Kamal.

Kata kunci: *Pengembangan, Multimedia Interaktif, Game, Matematika.*

Sari, Imani Puspita. 2019. The Development of 2d Flash Game-Based Interactive Multimedia on Simple Fraction Learning Mathematics for Class III of UPTD Students at Banyuajuh 4 Elementary School in Kamal. Thesis, Primary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I: Mohammad Edy Nurtamam, S.Pd., M.Si. Advisor II: Umi Hanik, S.Pd., M.Pd.

ABSTRACT

The purpose of this development is to develop learning media in the form of 2D Flash Interactive Multimedia based on learning mathematics in simple fractions which are valid, effective and interesting for class III of UPTD Banyuajuh 4 Elementary School in Kamal. This study uses the development model of Borg and Gall modified by Sugioyono. Based on the research conducted, the results of the validity of 2D Flash Based Multimedia based on experts at 84,14% (very valid). The Effectiveness of 2D Flash Interactive Multimedia Based on Usage Tests is measured by the percentage of student learning outcomes classical of 100% (effective). The Exploration of 2d Flash Game-Based Interactive Multimedia is measured by the results of the percentage of student responses in the trial using 99% (interesting). These results show that Interactive Flash-Based 2D Multimedia is valid, effective and interesting to use in mathematics subjects Simple Fractions for Class III of UPTD Students at Banyuajuh 4 Elementary School in Kamal.

Keywords: *Development, Interactive Multimedia, Games, Mathematics.*