

Luthfi Abdul Aziz. 2022. *Pengetahuan Multimedia Interaktif Model Simulasi Berbasis Android Pada Tema 7 Subtema 1 Kelas V SDN Gempollegundi Gudo Jombang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Pengembangan ini dilatarbelakangi oleh terbatasnya media pembelajaran yang digunakan dalam pembelajaran yang membuat siswa kesulitan dalam menyerap. Materi dan hasil belajar siswa yang masih berada dibawah KKM. Tujuan penelitian ini adalah untuk mengembangkan multimedia interaktif model simulasi berbasis *android* yang valid, efektif, dan menarik untuk siswa kelas V. Penelitian pengembangan ini menggunakan model 4D. Penelitian ini memiliki 4 tahapan yang meliputi *define* (mendefinisikan), *design* (pendefinisian), *develop* (pengembangan), dan *disseminate* (penyebarluasan). Subjek penelitian pada siswa kelas V SDN Gempollegundi Gudo Jombang. Kevalidan multimedia interaktif model simulasi berbasis *android* diperoleh dari validator sebesar 84,4%. Keefektifan multimedia interaktif model simulasi berbasis *android* diperoleh dari lembar observasi aktivitas guru memperoleh persentase 80% dan 82% dari hasil uji coba terbatas dan implementasi, lembar observasi aktivitas siswa memperoleh persentase 84,5% dan 84% dari hasil uji coba terbatas dan implementasi, dan hasil belajar klasikal siswa mendapat persentase 100%. Kemenarikan multimedia interaktif model simulasi berbasis *android* dari hasil angket respon siswa sebesar 98,3% dan 98,6% dari hasil uji coba terbatas dan implementasi. Hasil penelitian dan pengembangan multimedia interaktif model simulasi berbasis *android* menunjukkan kriteria sangat valid, sangat efektif, dan menarik sehingga dapat digunakan pada pembelajaran di kelas untuk kelas V.

Kata Kunci: *Multimedia , Simulasi, Android, Tema 7 Subtemas 1 Kelas V*

Luthfi Abdul Aziz. 2022. *Knowledge of Interactive Multimedia Android-Based Simulation Model on 7 Sub-theme 1 Class V SDN Gempollegundi Gudo Jombang*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

This development is motivated by the limited learning media used in learning which makes it difficult for students to absorb. Materials and student learning outcomes that are still below the KKM. The purpose of this research is to develop an interactive multimedia based android simulation model that is valid, effective, and attractive for fifth grade students. This development research uses a 4D model. This research has 4 stages which include define, design, develop, and disseminate. The research subjects were fifth grade students of SDN Gempollegundi Gudo Jombang. The validity of the interactive multimedia simulation model based on Android is obtained from the validator of 84.4%. The effectiveness of the interactive multimedia android-based simulation model is obtained from the teacher activity observation sheet obtaining a percentage 80% and 82% from the results of the limited trial and implementation, the student activity observation sheet obtaining the percentage 84,5% and 84% from the results of the limited trial and implementation, and students' classical learning outcomes get a percentage of 100%. The attractiveness of interactive multimedia android-based simulation model from the results of student response questionnaires is 98,3% and 98,6% from the results of limited trials and implementations. The results of research and development of interactive multimedia android-based simulation models show very valid, very effective, and interesting criteria so that they can be used in classroom learning for class V.

Keywords: Multimedia, Simulation, Android, Theme 7 Sub-theme 1 Class V