

Nurhayati. 2022. Pengembangan Multimedia Interaktif Pekalamdo pada Tema 9 Subtema 2 Kelas IV SDN Kraton 3 Bangkalan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) mengetahui kevalidan pengembangan Multimedia Interaktif Pekalamdo dilihat validasi ahli, (2) mengetahui keefektifan pengembangan Multimedia Interaktif Pekalamdo ditinjau dari observasi aktivitas guru, observasi aktivitas siswa, dan tes hasil belajar, (3) mengetahui kemenarikan pengembangan Multimedia Interaktif Pekalamdo dilihat dari angket respon siswa di SD Negeri Kraton 3 Bangkalan. Pengembangan ini menggunakan model ADDIE. Berdasarkan hasil penelitian yang dilakukan, diperoleh rata-rata persentase kevalidan dari validasi para ahli adalah 92,3% yang termasuk dalam kategori sangat valid. Keefektifan didapatkan dari aktivitas guru 94,01% dan aktivitas siswa 96,4 % kategori sangat aktif, dan ketuntasan klasikal 100%. Produk termasuk dalam kategori menarik berdasarkan persentase angket respon siswa sebesar 96,5 %. Kesimpulan yaitu Multimedia Interaktif Pekalamdo valid, efektif, dan menarik digunakan pada kelas IV di SD Negeri 3 Bangkalan.

Kata Kunci: ADDIE, Media Pembelajaran, Multimedia Interaktif Pekalamdo.

Nurhayati. 2022. The Development of Interactive Multimedia of Pekalamdo Theme 9 Sub-theme 2 for Class IV at State Elementary School Kraton 3 Bangkalan. Thesis, Elementary School Teacher Study Program, Faculty of Education, University of Trunojoyo Madura. Supervisor: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRACT

The objectives of this development research are (1) to determine the validity of multimedia development of Pekalamdo seen from experts validation, (2) to know the effectiveness of interactive multimedia development of Pekalamdo seen from observations of teacher activities, student activities, and study result test, (3) and to know the attractiveness of multimedia interactive of Pekalamdo seen from the student response questionnaires at State Elementary School Kraton 3 Bangkalan. This development uses the ADDIE model. Based on the result of research conducted on group tests, the average percentage of validity from the validation of experts is (92,3%) which is included in the very valid category. The effectiveness is obtained from teacher activities (94,01%), student activities (96,4%) in the very active category, and classical completeness (100%). The product is included in the interesting category according to the percentage of student response questionnaires (96,5%). The conclusion is that Pekalamdo's interactive multimedia is valid, effective, and interesting to use in class IV at State Elementary School Kraton 3 Bangkalan.

Keywords: ADDIE, Learning Media, Interactive Multimedia of Pekalamdo.