

Ainun Yakin. *Pengembangan Multimedia Interaktif PESIRAN Berbasis Android Pada Tema 7 Subtema 3 Kelas VA SDN Kraton 3 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.
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ABSTRAK

Pengembangan ini dilatarbelakangi oleh terbatasnya inovasi 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 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), *desain* (pendefinisian), *develop* (pengembangan) dan *disseminate* (penyebarluasan). Subjek penelitiannya siswa kelas V A SDN Kraton 3 Bangkalan. Kevalidan multimedia interaktif berbasis android diperoleh dari validator sebesar 92%. Keefektifan multimedia interaktif berbasis android diperoleh dari lembar observasi aktivitas guru kelompok besar memperoleh 95% lembar observasi aktivitas siswa memperoleh persentase 99,21% dan hasil belajar klasikan siswa mendapat persentase 100%. Kemenarikan multimedia interaktif berbasis android dari hasil lembar angket respon siswa kelompok besar memperoleh persentase 100% dan lembar angket respon guru memperoleh persentase 100%. Hasil penelitian dan pengembangan multimedia interaktif berbasis android menunjukkan kriteria sangat valid, sangat efektif dan sangat menarik sehingga dapat digunakan pada pembelajaran di kelas untuk kelas VA.

Kata Kunci: *Pengembangan Multimedia Interaktif, Berbasis Android, Tema 7 Subtema 3.*

AinunYakin. Development of Android-Based PESIRAN Interactive Multimedia on Theme 7 Sub-theme31 Class V A SDN Kraton 3 Bangkalan. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRACT

This development is motivated by the limited innovation of learning media used in learning which makes it difficult for students to absorb material and student learning outcomes that are still below the KKM. The purpose of this research is to develop an interactive multimedia based on android 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 students of class V ASDN Kraton 3 Bangkalan. The validity of android-based interactive multimedia obtained from the validator is 92%. The effectiveness of android-based interactive multimedia was obtained from the observation sheet for large group teacher activities, which obtained 95% of the student activity observation sheets with a percentage of 99.21% and students' classical learning outcomes with a percentage of 100%. The attractiveness of interactive multimedia based on Android from the results of the large group student response questionnaire sheets obtained a percentage of 100% and the teacher response questionnaire sheet obtained a percentage of 100%. The results of the research and development of android-based interactive multimedia show the criteria are very valid, very effective and very interesting so that they can be used in classroom learning for the VA class.

Keywords : *Development interactive multimedia. Based On Android. Theme 7 Subteme 3.*