

Viky Dwi Antonio. 2022. *Pengembangan Multimedia Interaktif Simulation Based Computer Pada Tema 5 Ekosistem Kelas V Di SDN Sumobito I Jombang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, S. Pd., M. Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan pengembangan multimedia interaktif berbasis *simulation based computer*, (2) mengetahui keefektifan pengembangan multimedia interaktif, (3) mengetahui kemenarikan pengembangan multimedia interaktif. Penelitian pengembangan ini menggunakan model pengembangan ADDIE. Berdasarkan hasil penelitian, diperoleh presentase kevalidan rata-rata multimedia interaktif sebesar 83% dalam kategori valid. Keefektifan multimedia interaktif diukur dari aktifitas guru pada kelompok kecil sebesar 92% dalam kategori sangat efektif, observasi siswa pada kelompok kecil sebesar 92% dalam kategori sangat efektif, aktivitas guru pada kelompok besar 95%, observasi siswa pada kelompok besar 93% dan presentase ketuntasan klasikal pada kelompok kecil dan kelompok besar yaitu 100% dalam kategori tuntas sehingga dapat disimpulkan multimedia interaktif sangat efektif digunakan pada pembelajaran. Kemenarikan diukur dari presentase hasil angket respon guru pada uji coba kelompok kecil sebesar 100% dengan kategori sangat menarik, angket respon guru pada uji coba kelompok besar 94% dengan kategori sangat menarik, angket respon siswa dengan uji coba kelompok kecil sebesar 90% dengan kategori sangat menarik dan angket respon siswa pada uji coba kelompok besar 91% dengan kategori sangat menarik. Berdasarkan hasil penelitian maka multimedia interaktif berbasis *simulation based computer* valid, sangat efektif dan sangat menarik untuk digunakan pada tema 5 subtema 1 pembelajaran 5 kelas V.

Kata Kunci: Multimedia, Interaktif, Simulasi

Viky Dwi Antonio. 2022. Development of Interactive Multimedia Simulation Based Computer on Theme 5 Ecosystem Class V at SDN Sumobito I Jombang. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Isna Ida Mardiyana, S. Pd., M. Pd.

ABSTRACT

The objectives of this development research are (1) to determine the validity of the development of interactive multimedia based on computer simulation, (2) to determine the effectiveness of interactive multimedia development, (3) to determine the attractiveness of interactive multimedia development. This development research uses the ADDIE development model. Based on the results of the study, the average validity percentage of interactive multimedia was 83% in the valid category. The effectiveness of interactive multimedia is measured from teacher activities in small groups of 92% in the very effective category, student observations in small groups by 92% in the very effective category, teacher activities in large groups 95%, student observations in large groups 93% and the percentage of classical completeness in small groups and large groups that is 100% in the complete category so that it can be concluded that interactive multimedia is very effectively used in learning. Attractiveness is measured by the percentage of teacher response questionnaire results in small group trials of 100% with a very interesting category, teacher response questionnaires in large group trials 94% with very interesting categories, student response questionnaires with small group trials by 90% with very attractive categories. interesting and the student response questionnaire in the large group trial of 91% with the very interesting category. Based on the results of the research, interactive multimedia based on computer simulation is valid, very effective and very interesting to be used in 5 sub-theme 1 learning 5 class V theme.

Keywords: Multimedia, Interactive, Simulation