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ABSTRAK

Tujuan Penelitian Pengembangan ini adalah untuk (1) Mengembangkan multimedia interaktif Dobinu smart berbasis android untuk siswa kelas II SD Negeri Kedali Lamongan yang valid, (2) Mengembangkan multimedia interaktif Dobinu smart berbasis android untuk siswa kelas II SD Negeri Kedali Lamongan yang efektif, (3) Mengembangkan multimedia interaktif Dobinu smart berbasis android untuk siswa kelas II SD Negeri Kedali Lamongan yang menarik. Penelitian pengembangan ini menggunakan model ADDIE. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil persentase kevalidan dari beberapa ahli diantaranya ahli bahasa sebesar 68,57 %, ahli materi pembelajaran sebesar 90%, ahli media pembelajaran 84%, dan ahli desain pembelajaran sebesar 96,47%. Kemudian dihitung dengan rumus rata-rata dari keempat validasi ahli tersebut, menghasilkan persentase sebesar 84,72%. Persentase tersebut tergolong dalam kriteria sangat valid dan dapat digunakan. Keefektifan multimedia ini didapatkan dari lembar observasi aktivitas guru yaitu (98,18%), lembar observasi aktivitas siswa (93%), hasil tes belajar siswa (100%). persentase tersebut dapat disimpulkan multimedia ini sangat efektif untuk digunakan. Kemenarikan multimedia ini didapatkan dari respon siswa kelompok kecil yaitu (82%) dan respon siswa kelompok besar yaitu (89,5%), sehingga persentase tersebut tergolong sangat menarik. Berdasarkan hasil penelitian maka multimedia interaktif dobину smart berbasis android valid, efektif dan menarik untuk digunakan pada tema 7 subtema 1 pembelajaran 1 kelas II.

Kata Kunci : Android, Multimedia Interaktif

Erys Rizqi Layly Farichya. *Development of Android-Based Dobinu Smart Interactive Multimedia for Class II Students of SD Negeri Kedali Lamongan*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor : Fachrur Rozie.

Abstract

The objectives of this development research are (1) to develop an android-based interactive multimedia Dobinu smart for grade II students at SD Negeri Kedali Lamongan that is valid, (2) to develop interactive multimedia based on android Dobinu smart for grade II students at SD Negeri Kedali Lamongan, (3) Develop an Android-based interactive multimedia Dobinu Smart for class II students of SD Negeri Kedali Lamongan which is interesting. This development research uses the ADDIE model. Based on the results of the research conducted, the percentage of validity results obtained from several experts including linguists at 68.57%, learning materials experts at 90%, learning media experts at 84%, and learning design experts at 96.47%. Then it is calculated by the average formula of the four expert validations, resulting in a percentage of 84.72%. This percentage belongs to the very valid criteria and can be used. The effectiveness of this multimedia was obtained from teacher activity observation (98.18%), student activity observation sheet (93%), the test results students (100%). From this percentage, it can be concluded that this multimedia is very effective to use. The attractiveness of this multimedia is obtained from the responses of small group students (82%) and large group student responses (89.5%), so that the percentage is classified as very interesting. Based on the results of the research, the Android-based Dobinu Smart interactive multimedia is valid, effective and interesting to use on the 7th theme of sub-theme 1 learning 1 class II.

keywords : Android, Interactive Multimedia