

Rizki Alfyan Choiruddin. 2022. 160611100043. Pengembangan Media Keberagaman Budaya Indonesia PADAT (Pakaian Adat) Berbaris Multimedia Interaktif Pembelajaran Kelas IV Tema 7 Subtema 1 Pembelajaran 3, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Andika Adinanda Siswoyo, S.Pd., M.Pd

ABSTRAK

Media pembelajaran adalah alat bantu yang di gunakan sebagai perantara guru untuk menyampaikan materi sehingga mempermudah siswa dalam menerima materi pembelajaran. Tujuan penelitian adalah 1) Mengetahui kevalidan media pakaian adat, 2) Mengetahui kemenarikan media pembelajaran pakaian adat, 3) Mengetahui keefektifan media pembelajaran pakaian adat. Pengembangan media ini model Borg And Gall. Hasil penelitian menunjukan bahwa: 1) Uji kevalidan rata – rata menghasilkan angka kevalidan senilai 78,87% dengan kriteria valid. 2) Hasil respon siswa pada uji coba pemakaian mendapatkan presentase 91,33% (sangat menarik). 3) Pada uji coba produk berdasarkan pada hasil penilaian lembar observasi aktivitas guru diperoleh presentase 92,85%, penilaian pada lembar observasi aktivitas siswa mendapatkan presentase sebesar 88,33%, dan ketuntasan hasil belajar mendapatkan presentase 100%.

Kata Kunci: penelitian pengembangan, media pembelajaran PADAT, Pakaian Adat.

Rizki Alfyan Choiruddin. 2022. 160611100043. Development of Indonesian Cultural Diversity Media Solid (Traditional Clothing) Line up Interactive Multimedia Learning Class IV Theme 7 Sub-theme 1 Learning 3, Faculty of Science Education, University of Trunojoyo Madura. Advisor 1: Andika Adinanda Siswoyo, S.Pd., M.Pd

ABSTRACT

Learning media is a tool that is used as an intermediary teacher to deliver the material to make it easier for students to receive learning material. The research objectives are 1) Knowing the validity of traditional clothing media, 2) Knowing the attractiveness of traditional clothing learning media, 3) Knowing the effectiveness of traditional clothing learning media. The development of this media is the Borg And Gall model. The results showed that: 1) The average validity test resulted in a validity score of 78.87% with valid criteria. 2) The results of student responses in the use trial get a percentage of 91.33% (very interesting). 3) In product trials based on the results of the assessment of the teacher's activity observation sheet, a percentage of 92.85% was obtained, the assessment on the student activity observation sheet got a percentage of 88.33%, and the completeness of learning outcomes got a 100% presentation.

Keywords: development research, PADAT learning media, Traditional Clothing.