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ABSTRAK

Pengembangan ini dilatarbelakangi oleh kurangnya dalam penggunaan media pembelajaran yang membuat peserta didik kesulitan dalam memahami materi sehingga hasil belajar peserta didik tidak tuntas. Tujuan penelitian ini adalah untuk mengembangkan multimedia interaktif berbasis simulasi pada tema 7 subtema 3 kelas IV di SDN Kamal 2. Penelitian pengembangan ini menggunakan model ADDIE. Penelitian ini memiliki 5 tahapan yang meliputi Analysis (analisis), Design (desain), Development (pengembangan), Implementation (implementasi), dan Evaluation (evaluasi). Subjek penelitian ini siswa kelas IV SDN Kamal 2. Kevalidan multimedia interaktif berbasis simulasi diperoleh dari validator 92%. Keefektifan multimedia interaktif berbasis simulasi diperoleh dari lembar observasi aktivitas guru 92,30% dan aktivitas siswa diperoleh presentase 82,75%, dan hasil belajar klasikal siswa diperoleh presentase 89%. Kemenarikan multimedia interaktif berbasis simulasi dari hasil lembar angket respon guru mendapatkan presentase 100% dan angket respon siswa mendapatkan presentase 94% hasil penelitian dan pengembangan multimedia interaktif berbasis simulasi menunjukkan kriteria sangat valid, sangat efektif, dan sangat menarik sehingga dapat digunakan pada kegiatan pembelajaran di kelas IV.

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

Mohammad Syarif, Development of Simulation-Based Interactive Multimedia on Theme 7 Sub-theme 3 Class IV at SDN Kamal 2. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura.

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ABSTRACT

This development is motivated by the lack of use of learning media which makes students difficult to understand the material so that student learning outcomes are not complete. The purpose of this study was to develop simulation-based interactive multimedia on the theme of 7 sub-themes of class IV at SDN Kamal 2. This development research used the ADDIE model. This research has 5 stages which include Analysis (analysis), Design (design), Development (development), Implementation (implementation), and Evaluation (evaluation). The subject of this study was fourth grade students at SDN Kamal 2. The validity of simulation-based interactive multimedia was obtained from the 92% validator. The effectiveness of simulation-based interactive multimedia was obtained from the teacher's activity observation sheet of 92.30% and student activity obtained a percentage of 82.75%, and student classical learning outcomes obtained a percentage of 89%. The attractiveness of simulation-based interactive multimedia from the results of teacher response questionnaires gets a percentage of 100% and student response questionnaires get a percentage of 94%. Research results and development of simulation-based interactive multimedia show very valid, very effective, and very interesting criteria so that they can be used in classroom learning activities IV.

Keywords: *Interactive Multimedia Development, Based on Simulation, Theme 7, Sub-theme 3.*

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