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ABSTRAK

Tujuan penelitian pengembangan ini yaitu untuk mengetahui kevalidan, keefektifan dan kemenarikan Multimedia Unity Tema 6 Subtema 1 Pembelajaran 1 Kelas III SDN Sumber Waru 1 Pamekasan. Penelitian ini dilakukan pada kelas III SDN Sumber Waru 1. Penelitian dan pengembangan ini menggunakan model 4D dengan tahapan *define* (mendefinisikan), *design* (merancang), *development* (mengembangkan) dan *disseminate* (menyebarkan). Berdasarkan hasil validasi ahli, diperoleh persentase validasi ahli media sebesar 94% (sangat valid), ahli materi sebesar 95% (sangat valid), ahli desain pembelajaran sebesar 96% (sangat valid), dan memperoleh rata-rata persentase 95% dengan kategori sangat valid. Keefektifan bahan ajar dilihat dari uji coba pada aktivitas guru memperoleh 92% dengan kategori (sangat efektif). Aktifitas siswa memperoleh 92% dengan kategori (sangat efektif), dan hasil tes kemampuan akhir siswa didapatkan hasil persentase memperoleh persentase 100% (sangat efektif). Kemenarikan bahan ajar modul dilihat dari angket respon siswa didapatkan hasil sebesar 96,15% (sangat menarik). Berdasarkan data hasil penelitian, maka dapat disimpulkan bahwa Pengembangan Multimedia Unity valid, efektif, dan menarik digunakan pada Tema 6 Subtema 1 Pembelajaran 1 Kelas III SDN Sumber Waru 1 Pamekasan.

Kata Kunci: Multimedia, Unity, Sumber Energi dan Perubahannya

Ach Fauzan. 2023. 170611100037. Development of Unity Multimedia Theme 6 Sub-theme 1 Learning 1 Class III SDN Sumber Waru 1 Pamekasan. Essay. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo Madura University. Advisor: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

The purpose of this development research is to determine the validity, effectiveness and attractiveness of Multimedia Unity Theme 6 Sub-theme 1 Learning 1 Class III SDN Sumber Waru 1 Pamekasan. This research was conducted in class III at SDN Sumber Waru 1. This research and development used the 4D model with the stages of defining, designing, developing and deploying. Based on the results of expert validation, the proportion of media expert validation is 94% (very valid), subject matter expert is 95% (very valid), learning design expert is 96% (very valid), and an average proportion of 95% is in the very category. legitimate. The effectiveness of the material can be seen from trials on teacher activities obtaining 92% in the (very effective) category. Student activity obtained 92% with the category (very effective), and the results of the student's final ability test obtained the proportion results obtained with the proportion of 100% (very effective). The attractiveness of the module teaching materials is seen from the student response rate, the results obtained are 96.15% (very interesting). Based on research data, it can be interpreted that Unity Multimedia Development is valid, effective, and interesting to use in Theme 6 Sub-theme 1 Learning 1 Class III SDN Sumber Waru 1 Pamekasan.

Keywords: Multimedia, Unity, Energy Sources and Changes