

Hoyru Niswatin. 2025. *Pengembangan Multimedia Interaktif Fun Morphix Materi Perubahan Wujud Benda Kelas IV Di SD Negeri Kraton 5 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, kemenarikan, dan keefektifan multimedia interaktif *Fun Morphix* pada materi perubahan wujud benda kelas IV SD Negeri Kraton 5 Bangkalan. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri dari 5 tahapan, yaitu *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Penelitian pengembangan ini menggunakan teknik pengumpulan data berupa observasi, wawancara, angket, dan tes hasil belajar ranah kognitif siswa. Kevalidan multimedia interaktif *Fun Morphix* diperoleh dari validator ahli media sebesar 86,5% dengan kategori sangat valid, ahli materi 94,2% dengan kategori sangat valid, dan ahli desain pembelajaran 79,16% dengan kategori valid. Kemenarikan multimedia interaktif *Fun Morphix* diperoleh dari angket respon siswa kelompok kecil sebesar 93%, dari angket respon siswa kelompok besar sebesar 96,38%, dan angket respon guru sebesar 100%. Keefektifan multimedia interaktif *Fun Morphix* diperoleh dari hasil observasi aktivitas guru pada pembelajaran 1 dan 2 sebesar 95% dan 97,5% dengan kategori sangat aktif, hasil observasi aktivitas siswa pada pembelajaran 1 dan 2 sebesar 93% dan 95% dengan kategori sangat aktif, serta hasil belajar ranah kognitif siswa sebesar 100% dengan kategori tercapai. Berdasarkan hasil penelitian maka multimedia interaktif *Fun Morphix* berada pada kategori sangat valid, sangat menarik, dan sangat efektif digunakan pada kelas IV SD Negeri Kraton 5 Bangkalan.

Kata Kunci: Multimedia interaktif, *Fun Morphix*, Perubahan Wujud Benda

Hoyru Niswatin. 2025. Development of Interactive Multimedia Fun Morphix Material on Changes in the Form of Objects for Grade IV at SD Negeri Kraton 5 Bangkalan. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura.

Supervisor: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

The purpose of this development research is to determine the validity, attractiveness, and effectiveness of Fun Morphix interactive multimedia on the material of changes in the form of objects of grade IV of Kraton 5 Elementary School, Bangkalan. This development research uses the ADDIE model which consists of 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. This development research uses data collection techniques in the form of observation, interviews, questionnaires, and cognitive domain learning outcome tests of students. The validity of Fun Morphix interactive multimedia was obtained from the media expert validator of 86.5% with a very valid category, material experts 94.2% with a very valid category, and learning design experts 79,16% with a valid category. The attractiveness of Fun Morphix interactive multimedia was obtained from the small group student response questionnaire of 93%, from the large group student response questionnaire of 96.38%, and the teacher response questionnaire of 100%. The effectiveness of Fun Morphix interactive multimedia was obtained from the results of observations of teacher activities in learning 1 and 2 of 95% and 97.5% with the very active category, the results of observations of student activities in learning 1 and 2 of 93% and 95% with the very active category, and the results of students' cognitive learning were 100% with the achieved category. Based on the results of the study, Fun Morphix interactive multimedia is in the category of very valid, very interesting, and very effective for use in class IV of Kraton 5 Bangkalan Elementary School.

Keywords: *Interactive multimedia, Fun Morphix, Changes in the Form of Objects*