

Rosadana, Primanda P.S. 2019. 150611100231. *Pengembangan Multimedia Pembelajaran Interaktif Segi Empat Pada Materi Bangun Datar Kelas IV SD Negeri Latsari Tuban*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Fachrur Rozie, S.Pd., M.Pd., dan Pembimbing II: Agung Setyawan, S.Pd., M.Pd.

ABSTRAK

Media pembelajaran merupakan alat bantu yang digunakan sebagai perantara untuk menyampaikan materi sehingga mempermudah dalam proses pembelajaran. Penelitian ini bertujuan untuk mengembangkan multimedia pembelajaran interaktif segi empat yang layak dari segi kevalidan, keefektifan, dan kemenarikan. Metode penelitian ini merupakan penelitian dan pengembangan *Research and Development* (R&D). Model penelitian dan pengembangan dalam penelitian ini menggunakan model *Borg and Gall*. Model *Borg and Gall* dipilih karena cocok dengan tujuan pengembangan yang ingin dicapai yaitu menghasilkan suatu produk dan menguji kelayakan produk yang dihasilkan, untuk mencapai tujuan tersebut harus melalui beberapa tahapan yang harus diikuti agar menghasilkan suatu produk yang layak pakai. Hasil penelitian menunjukkan bahwa: (1) hasil uji kevalidan rata-rata dari validator yaitu 86% dengan kriteria sangat valid, (2) hasil uji keefektifan berdasarkan lembar observasi keterlaksanaan pembelajaran pada aktivitas guru dan siswa masing-masing 96% dan 94% dengan kriteria sangat efektif, serta memperoleh persentase sebesar 94% dengan kriteria sangat efektif berdasarkan ketuntasan klasikal dari tes hasil belajar siswa, (3) hasil uji kemenarikan berdasarkan penilaian angket respon siswa memperoleh persentase sebesar 90% dengan kriteria sangat menarik. Kesimpulan penelitian ini adalah multimedia pembelajaran interaktif segi empat layak digunakan dalam pembelajaran Matematika.

Kata Kunci: Multimedia Pembelajaran Interaktif Segi Empat, Bangun Datar, Matematika

Rosadana, Primanda P.S. 2019. 150611100231. *Development of Tetragonal Interactive Multimedia Learning in Two-dimentional Figure for Fourth Grade of Latsari Tuban Elementary School*. Thesis. Primary School Teacher Education Study Programs. Faculty of Science Education. University of Trunojoyo Madura. Fachrur Rozie, S.Pd., M.Pd. as main advisor, and Agung Setyawan, S.Pd., M.Pd as second advisor.

ABSTRACT

Learning media was a tool that can be used to present a material so that it can facilitate the learning process. The purpose of this research was to develop a tetragonal interactive multimedia learning that decent from the sides of its validity, effectiveness and attractiveness. This research was using Research and Development (R&D) method. The research and development model in this study uses the Borg and Gall model. The Borg and Gall model was chosen because it matches the development goals to be achieved, namely producing a product and testing the feasibility of the product, to achieving these goals there was several stages that must be followed in order to receive a product that was proper to be used. The results of this research showed that: (1) the validity test results on average from the validator were 86% with very valid criteria, (2) the results of the effectiveness test were based on the implementation of learning observation sheet on teacher and student activities got a score each 96% and 94% with very effective criteria, and got a percentage of 94% with very effective criteria based on classical completeness of the student learning achievement test, (3) the results of the attractiveness test based on the assessment of student responses questionnaire obtained a percentage of 90% with very interesting criteria. The conclusion of this research was the tetragonal interactive multimedia learning is suitable to use in learning mathematics.

Keywords: *Tetragonal Interactive Multimedia Learning, Two-dimentional Figure, Matematics.*