

Ajeng Kartini, Dwi. 2020. *Pengembangan Multimedia Interaktif Siklus Hidup Hewan Tema Cita-Citaku Subtema Aku dan Cita-Citaku pada Siswa Kelas IV Sekolah Dasar*. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Mahmud, S.PI., M.Si. Pembimbing II: Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian dan pengembangan ini adalah untuk mengetahui kevalidan, keefektifan, dan kemenarikan media Multimedia Interaktif Siklus Hidup Hewan untuk siswa kelas IV. Model penelitian dan pengembangan ini menggunakan model 4D, penelitian ini memiliki 4 tahapan yang meliputi *define* (mendefinisikan), *design* (merancang), *development* (mengembangkan), dan *disseminate* (menyebarkan). Kevalidan media Multimedia Interaktif Siklus Hidup Hewan diperoleh dari validator 89% (sangat valid). Keefektifan media Multimedia Interaktif Siklus Hidup Hewan diperoleh dari lembar observasi aktivitas guru 92% (sangat efektif), lembar observasi aktivitas siswa 96% (sangat efektif), dan hasil belajar siswa 89%. Kemenarikan media Multimedia Interaktif Siklus Hidup Hewan diperoleh dari angket respon siswa sebesar 92% (sangat menarik). Hasil penelitian dan pengembangan media Multimedia Interaktif Siklus Hidup Hewan menunjukkan kriteria sangat valid, sangat efektif, dan sangat menarik sehingga dapat digunakan media pembelajaran untuk kelas IV.

Kata Kunci: Pengembangan Multimedia Interaktif, Siklus Hidup Hewan, Kelas IV.

Ajeng Kartini, Dwi. 2020 *Development of Interactive Multimedia Animal Life Cycle Themes of My Dreams My Subtema and My Ideas in Grade IV Elementary School Students*. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo University Madura. Advisor I: Mahmud, S.Pi., M.Sc. Advisor II: Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRACT

The purpose of this research and development is to find out the validity, effectiveness, and attractiveness of the Interactive Multimedia Animal Life Cycle media for grade IV students. This research and development model uses the 4D model, This research has 4 stages which include define, design, development, and disseminate. The validity of Interactive Multimedia media for Animal Life Cycle was obtained from a validator of 89% (very valid). The effectiveness of the Interactive Multimedia media Animal Life Cycle was obtained from the teacher observation sheet 92% (very effective), 96% student activity observation sheet (very effective), and student learning outcomes 89%. The attractiveness of the Interactive Multimedia media Animal Life Cycle was obtained from a student questionnaire of 92% (very interesting). The results of research and development of Interactive Multimedia media Animal Life Cycle shows very valid, very effective, and very interesting criteria so that learning media can be used for class IV.

Keywords: Development of Interactive Multimedia, Animal Life Cycle, Class IV.