

Karien Previlya. 2023. *Pengembangan Media Pembelajaran Tari Remo Madya Berbasis Aplikasi Android Pada Materi Seni Tari Kelas IV SDN 114 Gresik*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Parrisca Indra Perdana, S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan menurut Sugiyono adalah penelitian yang menghasilkan suatu produk dan menguji keefektifan produk tersebut. Tujuan penelitian ini untuk mengembangkan media pembelajaran tari remo madya berbasis aplikasi android yang valid, efektif, dan menarik untuk siswa kelas IV. Penelitian pengembangan ini menggunakan model ADDIE. Teknik pengumpulan data yang digunakan yaitu angket, observasi, dan wawancara. Berdasarkan hasil penelitian, kevalidan media pembelajaran tari remo madya berbasis aplikasi android diperoleh dari validator sebesar 85,1% (sangat valid). Keefektifan media pembelajaran tari remo madya berbasis aplikasi android diukur dari observasi aktivitas guru dengan persentase sebesar 89,2% (sangat efektif), observasi aktivitas siswa dengan persentase 74,8% (efektif), dan persentase kemampuan menari siswa pada nilai 70-90. Berdasarkan persentase tersebut dapat disimpulkan bahwa media pembelajaran tari remo madya berbasis aplikasi android efektif digunakan dalam pembelajaran. Kemenarikan diukur dari hasil angket respon guru dengan persentase 91,4% (sangat menarik), dan hasil angket respon siswa dengan persentase 99% (sangat menarik). Berdasarkan hasil penelitian maka media pembelajaran tari remo madya berbasis aplikasi android sangat valid, efektif, dan sangat menarik untuk digunakan dalam pembelajaran seni tari kelas IV.

Kata Kunci: Aplikasi Android, Media, Tari Remo Madya

Karien Previlya. 2023. Development of Remo Madya Dance Learning Media Based on Android Applications on Class IV Dance Materials at SDN 114 Gresik. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Parrisca Indra Perdana, S.Pd., M.Pd.

ABSTRACT

Research development according to Sugiyono is research that produces a product and tests the effectiveness of the product.. The purpose of this study was to develop a valid, effective, and interesting Android application-based learning media for Remo Madya Dance for fourth grade students. This development research uses the ADDIE model. The data collection techniques used were questionnaires, observations, and interviews. Based on the results of the study, the validity of the Android application-based Remo Madya dance learning media was obtained from the validator of 85.1% (very valid). The effectiveness of the Android application-based remo madya dance learning media was measured from observing teacher activity with a percentage of 89.2% (very effective), observing student activity with a percentage of 74.8% (effective), and the percentage of students' dancing abilities at a score of 70-90. Based on these percentages, it can be concluded that the Android application-based Remo Madya dance learning media is effective in learning. Interestingness was measured from the results of the teacher's response questionnaire with a percentage of 91.4% (very interesting), and the results of the student response questionnaire with a percentage of 99% (very interesting). Based on the results of the research, the learning media for Remo Madya dance based on the Android application is very valid, effective, and very interesting to use in learning dance for class IV.

Keywords: Android Application, Media, Madya Remo Dance