

Zahrotul Auliya. 2023. *Pengembangan Multimedia Interaktif pada Materi Interaksi Makhluk Hidup dengan Lingkungannya Terhadap Motivasi Belajar Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Aida Fikriyah, S.Pd., M.Pd.

ABSTRAK

Pembelajaran IPA masih menggunakan metode konvensional dan berpusat pada guru sehingga pembelajaran menjadi monoton dan tidak memotivasi siswa. Penelitian ini bertujuan untuk mengetahui kelayakan, motivasi siswa, keterbacaan siswa dan respons siswa terhadap multimedia interaktif. Materi yang digunakan dalam multimedia interaktif adalah materi interaksi makhluk hidup dengan lingkungannya kelas VII SMP dan menggunakan model pengembangan *ADDIE*. Sampel dalam penelitian ini yaitu siswa kelas VII-C yang dipilih menggunakan teknik *purposive sampling*. Instrumen penelitian yang digunakan meliputi lembar validasi media, materi, angket motivasi belajar siswa, angket keterbacaan siswa dan angket respons siswa. Berdasarkan hasil penelitian disimpulkan bahwa: (1) Rata-rata validitas ahli media sebesar 98,33% dengan kategori sangat valid dan reliabilitas sebesar 98,10% dengan kategori reliabel, validitas ahli materi sebesar 88,19% dengan kategori sangat valid dan reliabilitas sebesar 91,27% dengan kategori reliabel, (2) Rata-rata motivasi belajar siswa sebesar 86,61% dengan kategori tinggi, (3) Rata-rata keterbacaan siswa sebesar 87,71% dengan kategori sangat baik, (4) Rata-rata respons siswa sebesar 87,56% dengan kategori sangat baik. Hal tersebut menunjukkan multimedia interaktif layak digunakan dalam pembelajaran dan memotivasi belajar siswa.

Kata kunci: *Flip PDF Professional*, interaksi makhluk hidup dengan lingkungannya, interaktif, motivasi belajar

Zahrotul Auliya. 2023. *Development of Interactive Multimedia on the Material of organism interaction in an environment on Student Learning Motivation*. Thesis, Science Education Study Program, Faculty of Education, University Trunojoyo of Madura. Advisor: Aida Fikriyah, S.Pd., M.Pd.

ABSTRACT

Science learning still uses conventional methods and is teacher-centered so that learning becomes monotonous and does not motivate students. This study aims to determine the feasibility, student motivation, student readability and student response to interactive multimedia. The material used in interactive multimedia is the material of organism interaction in an environment in grade VII Junior High School and uses the ADDIE development model. The sample in this study was grade VII-C students which were selected based on purposive sampling techniques. The research instruments used was media validation sheets, materials, student learning motivation questionnaires, student readability questionnaires and student response questionnaires. Based on the results of the study, it was concluded that: (1) The average validity of media experts was 98.33% with the very valid category and reliability of 98.10% with the reliable category, the validity of material experts was 88.19% with the very valid category and reliability was 91.27% with the reliable category, (2) The average student learning motivation was 86.61% with the high category, (3) The average student readability was 87.71% with the very good category, (4) The average student response was 87.56% in the very good category. It shows that interactive multimedia is suitable for use in learning and motivates student learning.

Keyword: *Flip PDF Professional, interactive, learning motivation, organism interaction in an environment*