

Moh. Luqman Arifin. 2020. Pengembangan Media Pembelajaran Multimedia Interaktif Berbasis Unity Penggolongan Hewan Berdasarkan Jenis Makananya Pada Kelas V Tema 5 Subtema 1 Pembelajaran 2. Skripsi. Program Studi di Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura.

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Abstrak

Penelitian ini adalah penelitian dan pengembangan yang bertujuan untuk mendeskripsikan hasil pengembangan multimedia pembelajaran interaktif berbasis unity penggolongan hewan berdasarkan makananya pada kelas v tema 5 subtema 1 pembelajaran 2 yang valid, praktis dan efektif diimplementasikan dalam pembelajaran. Penelitian dan pengembangan ini menggunakan model penelitian borg and gall. Berdasarkan hasil penelitian, diperoleh hasil persentase rata-rata kevalidan media sebesar 95% (sangat valid). Kepraktisan multimedia interaktif diperoleh dari lembar observasi keterlaksanaan pembelajaran 72% (praktis), dan multimedia pembelajaran interaktif sangat efektif dengan nilai persentase respon siswa 93,4% (sangat menarik) serta hasil ketuntasan belajar klasikal siswa memperoleh rata-rata 100% (tuntas). Hasil tersebut menunjukkan multimedia pembelajaran interaktif berbasis unity penggolongan hewan berdasarkan makananya telah valid, praktis dan efektif digunakan sebagai media pembelajaran pada kelas V di MI Almuhtadi.

Kata Kunci: Media Pembelajaran, Multimedia Interaktif, penggolongan makanan hewan

Moh. Luqman Arifin. 2020. Development of Interactive Multimedia Learning Media Based on Unity Classification of Animals Based on the Type of Food in Class V Theme 5 Subtheme 1 Learning 2. Thesis. Elementary School Teacher Education Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor I: Andika Adinanda Siswoyo, S.Pd., M.Pd. Advisor II: Isna Ida Mardiyana., S.Pd., M.Pd

Abstract

This research is a research and development that to describe the results of the development of interactive learning multimedia based on the unity of animal classification based on food in class 5th theme 5 sub-themes 1 learning 2 that are valid, practical and effectively implemented in learning. This research and development uses the Borg and Gall research model. Based on the results of the study, obtained an average percentage of media validity of 95% (very valid). Practicality of interactive multimedia is obtained from the 72% learning achievement observation sheet (practical), and interactive learning multimedia is very effective with the percentage of students' responses of 93.4% (very interesting) and the results of classical learning completeness students get an average of 100% (complete). These results indicate that interactive learning multimedia based on animal classification based on food is valid, practical and effective as a learning media in class 5th at MI Almuhtadi.

Keywords: Learning Media, Interactive Multimedia, Animal Food Classification