

Walidah, Emma Ziana. 2024. *Pengembangan Multimedia Interaktif Materi Bangun Ruang Kelas V SD Negeri Kwedenkembar*. Skripsi, Program Studi Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Pengembangan multimedia interaktif dilatarbelakangi terbatasnya sumber belajar yang kurang memadai, seperti kurangnya ketersediaan media pembelajaran. Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, keefektifan serta kemenarikan dari multimedia interaktif materi bangun ruang. Pengembangan ini menggunakan model 4D, dan penelitian ini dilakukan di SD Negeri Kwedenkembar pada kelas V. berdasarkan kevalidan ahli, diperoleh persentase sebagai berikut: ahli materi sebesar 94% (sangat valid), ahli media pembelajaran sebesar 92% (sangat valid), ahli desain pembelajaran 88% (sangat valid). Kemenarikan multimedia pembelajaran dihitung dari respon guru dan respon siswa. Persentase hasil respon guru sebesar 100% (sangat menarik) dan persentase hasil respon siswa 89,64% (sangat menarik). Keefektifan multimedia interaktif dinilai dari observasi keterlaksanaan pembelajaran dan hasil belajar klasikal. Persentase hasil belajar klasikal siswa sebesar 92,85% (Tuntas). Persentase observasi keterlaksanaan pembelajaran aktivitas guru sebesar 97,5% (Sangat baik), dan persentase observasi aktivitas siswa sebesar 88,39%. Berdasarkan hasil penelitian pengembangan multimedia interaktif dapat dinyatakan valid, menarik, dan efektif digunakan pada materi bangun ruang matematika kelas V SD Negeri Kwedenkembar.

Kata kunci : Pengembangan, Multimedia Interaktif, Bangun Ruang

Walidah, Emma Ziana. 2024. Development of Interactive Multimedia Building Materials for Class V of Kwedenkembar State Elementary School. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The development of interactive multimedia was motivated by limited and inadequate learning resources, such as the availability of learning media. The aim of this development research is to determine the validity, effectiveness and attractiveness of multimedia interactive space building materials. This development uses a 4D model, and this research was conducted at Kwedenkembar State Elementary School in class V. Based on expert validity, the following percentages were obtained: material expert at 94% (very valid), learning media expert at 92% (very valid), design expert learning 88% (very valid). The attractiveness of multimedia learning is calculated from teacher responses and student responses. The percentage of teacher response results was 100% (very interesting) and the percentage of student response results was 89.64% (very interesting). The effectiveness of interactive multimedia is measured from observations of learning implementation and classical learning outcomes. The percentage of students' classical learning outcomes was 92.85% (Completed). The percentage of observations of implementation of teacher learning activities was 97.5% (Very good), and the percentage of observations of student activities was 88.39%. Based on the research results, the development of interactive multimedia can be declared valid, interesting and effective for use in class V mathematics building materials at Kwedenkembar State Elementary School.

Keywords: *Development, Interactive Multimedia, Building Space*