

Andini Wulan Cahyani. 2026. Pengembangan Multimedia Interaktif Aku Melihat karena Cahaya pada Siswa Kelas V-A SDN Demangan 2 Bangkalan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan ini bertujuan menghasilkan Multimedia Interaktif Aku Melihat karena Cahaya pada mata pelajaran IPAS materi Melihat karena Cahaya untuk siswa kelas V-A SDN Demangan 2 Bangkalan. Pengembangan media ini didasarkan pada hasil studi pendahuluan melalui observasi, wawancara, dan analisis kebutuhan yang menunjukkan belum tersedianya media pembelajaran yang mampu memfasilitasi pembelajaran secara interaktif sesuai kebutuhan peserta didik. Tujuan penelitian ini adalah mengetahui tingkat kevalidan, keefektifan, dan kemenarikan multimedia interaktif yang dikembangkan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penelitian adalah siswa kelas V-A SDN Demangan 2 Bangkalan. Kevalidan produk diperoleh melalui penilaian ahli media, ahli materi, dan ahli desain pembelajaran. Keefektifan produk diukur melalui hasil belajar siswa serta observasi aktivitas siswa selama pembelajaran. Kemenarikan produk diperoleh melalui angket respons siswa. Hasil penelitian menunjukkan bahwa multimedia interaktif yang dikembangkan memperoleh persentase kevalidan sebesar 93,33% dari ahli media, 87,5% dari ahli materi, dan 95,45% dari ahli desain pembelajaran dengan kategori sangat valid. Keefektifan produk ditunjukkan oleh ketuntasan hasil belajar siswa sebesar 89% dan observasi aktivitas siswa sebesar 92%, yang keduanya berada pada kategori sangat efektif. Kemenarikan produk memperoleh persentase sebesar 93% berdasarkan angket respons siswa dengan kategori sangat menarik. Berdasarkan hasil tersebut, Multimedia Interaktif Aku Melihat karena Cahaya dinyatakan valid, efektif, dan menarik sehingga layak digunakan dalam pembelajaran IPAS materi Melihat karena Cahaya pada siswa kelas V-A SDN Demangan 2 Bangkalan.

Kata kunci: multimedia interaktif, melihat karena cahaya, IPAS, ADDIE.

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ABSTRACT

This development research aimed to develop the Aku Melihat karena Cahaya Interactive Multimedia for the Science and Social Studies (IPAS) subject on the topic Seeing Because of Light for Grade V-A students at SDN Demangan 2 Bangkalan. The development of this learning media was based on the results of a preliminary study involving observations, interviews, and a needs analysis, which indicated that no learning media were available to facilitate interactive learning in accordance with students' needs. This study aimed to determine the validity, effectiveness, and attractiveness of the developed interactive multimedia. The research employed the Research and Development (R&D) method using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research subjects were Grade V-A students at SDN Demangan 2 Bangkalan. The validity of the product was assessed by media experts, subject matter experts, and instructional design experts. The effectiveness of the product was measured through students' learning outcomes and observations of student learning activities during the learning process. The attractiveness of the product was evaluated using a student response questionnaire. The results showed that the developed interactive multimedia achieved validity scores of 93.33% from the media expert, 87.50% from the subject matter expert, and 95.45% from the instructional design expert, all of which were categorized as highly valid. The product's effectiveness was demonstrated by a student learning mastery rate of 89% and a student activity observation score of 92%, both categorized as highly effective. The product's attractiveness obtained a score of 93% based on the student response questionnaire, which was categorized as highly attractive. Based on these findings, the Aku Melihat karena Cahaya Interactive Multimedia was considered valid, effective, and attractive, making it suitable for use in teaching the topic Seeing Because of Light in the Science and Social Studies (IPAS) subject for Grade V-A students at SDN Demangan 2 Bangkalan.

Keywords: *interactive multimedia, seeing because of light, IPAS, ADDIE*