

Ervinda Olivia Privana. 2024. *Pengembangan Multimedia Interaktif Materi Kegiatan Ekonomi di Kelas IV SD Tropodo Krian*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk (1) mengembangkan multimedia interaktif materi kegiatan ekonomi di kelas IV SD Tropodo Krian yang valid berdasarkan validasi ahli. (2) mengembangkan multimedia interaktif materi kegiatan ekonomi di kelas IV SD Tropodo Krian yang efektif berdasarkan observasi aktivitas guru dan peserta didik serta hasil belajar peserta didik. (3) mengembangkan multimedia interaktif materi kegiatan ekonomi di kelas IV SD Tropodo Krian yang menarik berdasarkan angket respon guru dan peserta didik. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model 4D (*define, design, development, disseminate*). Berdasarkan hasil penelitian yang telah dilaksanakan, diperoleh persentase kevalidan multimedia interaktif ditinjau dari hasil validasi media sebesar 88%, validasi materi 96%, dan validasi desain pembelajaran 84%, masing-masing berada pada kategori “sangat valid”. Keefektifan multimedia interaktif ditinjau dari hasil belajar secara klasikal sebesar 100% dengan kriteria tuntas, persentase nilai aktivitas guru sebesar 95% dan persentase nilai aktivitas peserta didik sebesar 93% dengan kategori sangat efektif. Kemenarikan ditinjau dari respon guru memperoleh persentase nilai 92% dan respon peserta didik memperoleh nilai 94,2% dengan masing-masing berada pada kategori sangat menarik. Berdasarkan hasil yang diperoleh, maka produk multimedia interaktif materi kegiatan ekonomi di kelas IV SD Tropodo Krian valid, efektif dan menarik.

Kata Kunci: Penelitian pengembangan; multimedia interaktif; materi kegiatan ekonomi

Ervinda Olivia Privana. 2024. *Development of Interactive Multimedia Material on Economic Activities in Class IV of Tropodo Krian Elementary School*. Thesis. Primary School Teacher Education Study, Faculty of Education, Trunojoyo University of Madura. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The purpose of this development research are (1) developing an interactive multimedia material on economic activities in class IV of Tropodo Krian Elementary School that is valid based on expert validation. (2) developing an effective interactive multimedia material on economic activities in class IV of Tropodo Krian Elementary School based on observations of teacher and student activities as well as student learning outcomes. (3) developing an attractive interactive multimedia material on economic activities in class IV of SD Tropodo Krian based on teacher and student response questionnaires. This research is development research that refers to the 4D model (define, design, development, disseminate). Based on the results of research that has been carried out, the percentage of validity of interactive multimedia in terms of media validation results is 88%, material validation is 96%, and learning design validation is 84%, each in the "very valid" category. The effectiveness of the interactive multimedia learning media in terms of classical learning results is 100% with complete criteria, the percentage of teacher activity scores is 95% and the percentage of student activity scores is 93% with the very effective category. Attractiveness in terms of teacher responses obtained a percentage score of 92% and student responses obtained a score of 94.2% with each being in the very interesting category. Based on the results obtained, the interactive multimedia product regarding economic activities in class IV at Tropodo Krian Elementary School is valid, effective and attractive.

Keywords: Development research; interactive multimedia; economic activity material