

Rifky Choirun Nizar. 2024. *Pengembangan Multimedia Interaktif Game Edukasi pada Materi Keberagaman Budaya Kelas IV SDN Tanjung 3 Pamekasan*. 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 *game* edukasi pada materi keberagaman budaya kelas IV SDN Tanjung 3 Pamekasan yang valid berdasarkan validasi ahli. (2) mengembangkan multimedia interaktif *game* edukasi pada materi keberagaman budaya kelas IV SDN Tanjung 3 Pamekasan yang efektif berdasarkan lembar observasi aktivitas guru dan siswa serta hasil belajar siswa. (3) mengembangkan multimedia interaktif *game* edukasi pada materi keberagaman budaya kelas IV SDN Tanjung 3 Pamekasan yang menarik berdasarkan angket respon guru dan siswa. 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 *game* edukasi ditinjau dari hasil validasi media sebesar 92%, validasi materi 86,67%, dan validasi desain pembelajaran 90,6%, masing-masing berada pada kategori “sangat valid”. Keefektifan multimedia interaktif *game* edukasi ditinjau dari hasil belajar secara klasikal sebesar 100% dengan kriteria tuntas, persentase nilai aktivitas guru sebesar 93,3% dan persentase nilai aktivitas siswa sebesar 84% dengan kategori sangat efektif. Kemenarikan ditinjau dari respon guru memperoleh persentase nilai 94% dan respon peserta didik memperoleh nilai 98% dengan masing-masing berada pada kategori sangat menarik. Berdasarkan hasil yang diperoleh, maka produk multimedia interaktif *game* edukasi pada materi keberagaman budaya kelas IV SDN Tanjung 3 Pamekasan valid, efektif dan menarik.

Kata Kunci: Pengembangan, 4D, Multimedia Interaktif *Game* Edukasi, Keberagaman Budaya

Rifky Choirun Nizar. 2024. *Development of Interactive Multimedia Educational Games on Cultural Diversity Material for IV Grade at SDN Tanjung 3 Pamekasan*. Thesis. Primary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The aim of this development research is to (1) developing an interactive multimedia educational *games* on class IV cultural diversity material at SDN Tanjung 3 Pamekasan that is valid based on expert validation. (2) developing interactive multimedia educational *games* on class IV cultural diversity material at SDN Tanjung 3 Pamekasan that are effective based on observation sheets of teacher and student activities as well as student learning outcomes. (3) developing interactive multimedia educational *games* on cultural diversity material for class IV SDN Tanjung 3 Pamekasan which is interesting 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 educational *games* in terms of media validation results is 92%, material validation is 86.67%, and learning design validation is 90.6%, each in the "very valid" category. The effectiveness of interactive multimedia educational *games* in terms of classical learning outcomes is 100% with complete criteria, the percentage of teacher activity scores is 93,3% and the percentage of student activity scores is 84% with the very effective category. Attractiveness in terms of teacher responses obtained a percentage score of 94% and student responses obtained a score of 98% with each being in the very interesting category. Based on the results obtained, the interactive multimedia product educational *game* on cultural diversity material for class IV SDN Tanjung 3 Pamekasan is valid, effective and interesting.

Keywords: Development, 4D, Interactive Multimedia Educational *Games*, Cultural Diversity