

Aminatum Mufidah. 2021. *Pengembangan Multimedia Interaktif Berbasis Kearifan Lokal Pati Subtema Keunikan Daerah Tempat Tinggalku*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Andika Adinanda Siswoyo.

ABSTRAK

Pengembangan ini dilatarbelakangi terbatasnya media pembelajaran pada pembelajaran *blended learning* di masa covid-19 yang menyebabkan motivasi dan hasil belajar siswa rendah. Tujuan penelitian ini untuk mengembangkan Multimedia Interaktif Berbasis Kearifan Lokal Pati Subtema Keunikan Daerah Tempat Tinggalku yang valid, efektif, dan menarik. Penelitian pengembangan ini menggunakan model ADDIE dengan tahap *analysis, design, development, implementation, and evaluation*. Penelitian dilakukan di SDIT Salman Al-Farisi Tayu kelas IV. Berdasarkan hasil validasi ahli media, materi, desain, dan bahasa diperoleh rata-rata hasil persentase 88% dengan kategori valid. Kefektifan produk dilihat dari observasi aktivitas guru sebesar 91,6% dengan kategori aktif, observasi aktivitas siswa sebesar 88,53% dengan kategori aktif, dan ketuntasan klasikal dengan presentase 100% dengan kategori tuntas, sehingga dapat disimpulkan produk pengembangan efektif digunakan dalam pembelajaran. Hasil kemenarikan dilihat dari angket respon siswa terhadap multimedia interaktif yaitu 91,66% dengan kategori menarik. Sehingga disimpulkan bahwa multimedia interaktif layak untuk digunakan.

Kata kunci: multimedia interaktif, kearifan lokal, pati

ABSTRACT

The development was motivated by the limited learning media in blended learning during the Covid-19 period which causes low motivation and student learning outcomes. The purpose of this research is to develop interactive multimedia based on local wisdom in the sub-theme of the uniqueness of the area where i live that is valid, effective, and interesting. This development research uses the ADDIE model with the stages of analysis, design, development, implementation, and evaluation. The research was conducted at SDIT Salman Al-Farisi Tayu grade IV. Based on the results of the validation of media, material, design, and language experts an average percentage of 88% was obtained in the valid category. The effectiveness of the product can be seen from the observation of the teacher activities of 91,6% in the active category, observation of student activities by 88,53% in the active category, and classical completeness with a percentage of 100% in the complete category, so that it can be conclude that product development is effectively used in learning. The results of the attractiveness seen from the student response questionnaire to interactive multimedia were 91,66% with the interesting category. So it can be concluded that interactive multimedia is feasible to use.

Keywords: *interactive multimedia, local wisdom, pati*