

Siti Rohmawati. 2021. *Pengembangan Multimedia Interaktif Macam-macam Gaya Berbasis Android untuk Kelas IV SDN Tunjung 4*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing : Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian dan pengembangan ini yaitu (1) mengetahui kevalidan multimedia interaktif macam-macam gaya berbasis *android* untuk Kelas IV, (2) mengetahui keefektifan multimedia interaktif macam-macam gaya berbasis *android* untuk Kelas IV, (3) mengetahui kemenarikan multimedia interaktif macam-macam gaya berbasis *android* untuk Kelas IV. Penelitian dan pengembangan ini menggunakan model ADDIE. Berdasarkan hasil validasi uji coba ahli materi pembelajaran, ahli media pembelajaran, ahli desain pembelajaran dan ahli bahasa mendapatkan nilai rata-rata persentase sebesar 91,98% dengan kategori (sangat valid). Keefektifan media pembelajaran ini didapatkan dari penilaian observasi aktivitas guru dengan nilai rata-rata persentase sebesar 86,90% dalam kategori (sangat efektif), penilaian observasi aktivitas siswa dengan nilai rata-rata persentase sebesar 85,32% dalam kategori (sangat efektif), dan persentase ketuntasan belajar klasikal peserta didik sebesar 100% dalam kategori (tuntas) di tahap uji coba kelompok kecil. Tingkat kemenarikan didapatkan dari angket respon siswa pada tahap uji coba perorangan dengan nilai persentase rata-rata sebesar 83,33% dan uji coba kelompok kecil dengan nilai persentase rata-rata sebesar 85,41% dalam kategori (sangat menarik) setelah menggunakan media pembelajaran. Berdasarkan hasil penelitian dan pengembangan maka media pembelajaran multimedia interaktif macam-macam gaya berbasis *android* dikatakan valid, efektif, dan menarik digunakan pada kegiatan pembelajaran untuk materi macam-macam gaya tema 7 kelas IV SDN Tunjung 4.

Kata Kunci: Macam-macam Gaya, Media Pembelajaran, Multimedia Interaktif.

Siti Rohmawati. 2021. *The Development of the Interactive Multimedia Effectiveness About the Style Variety Based on Android for the Grade IV Students of SDN Tunjung 4*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor : Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

This developed research is aimed to (1) know the validity value of the interactive multimedia about the style variety based on android for the Fourth Class, (2) know the interactive multimedia effectiveness about the style variety based on android for the Fourth Class, (3) know the interactive multimedia attractiveness about the style variety based on android for the Fourth Class. This developed research uses the ADDIE model. Based on the result of the trial validation, the expert of learning materials, the expert of learning media, the expert of learning design and the expert of language get the percentage average value about 91,98% with category (extremely valid). This learning media effectiveness is gotten from the observation assessment of the teacher activity with the percentage average value of 86,90% in (very effective) category, observation assesment of the students activity with the percentage average value of 85,32% in (very effective) category, and the percentage of classical learning mastery of the students about 100% in (mastery) category in the trial stage of the small group. The attractiveness level is coming from the student's questionnaires in individual trial stage with the percentage average value in the amount of 83,33% and the small group trial stage with the percentage average value about 85,41% in (very attractive) category after utilizing the learning media. Based on the result of this developed research, learning media of interactive multimedia about the style variety based on android is stated "valid", "effective", and "attractive" to be used in learning activity for the lesson of the style variety in Tema 7, 4th class, Tunjung 4 elementary school.

Keywords: The style variety, Learning media, Interactive Multimedia.