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ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengembangkan produk Multimedia Interaktif Berbasis *Microsoft PowerPoint* Pada Tema 6 Subtema 1 Pembelajaran 1 berdasarkan tingkat kevalidan, kemenarikan, dan keefektifan. Penelitian ini dilaksanakan di SDN Ketegan Kabupaten Sidoarjo. Berdasarkan hasil validasi oleh 3 ahli, yakni ahli media pembelajaran, ahli materi, dan ahli desain pembelajaran, produk penelitian ini termasuk ke dalam kategori sangat valid dengan presentase sebesar 88,30%. Kemenarikan produk penelitian ini dilihat dari hasil angket respon siswa dengan presentase sebesar 96,67% termasuk ke dalam kategori menarik. Sementara keektifan produk dalam penelitian ini dilihat dari hasil belajar siswa yang mendapatkan presentase ketuntasan klasikal sebesar 100%. Penelitian ini dilakukan di masa pandemi covid-19 sehingga pengambilan data dilakukan secara daring. Berdasarkan hasil uji kevalidan, kemenarikan, dan keefektifan, maka produk Multimedia Interaktif Berbasis *Microsoft PowerPoint* dikatakan valid, menarik, dan efektif untuk digunakan dalam pembelajaran di kelas IV Sekolah Dasar.

Kata Kunci: Penelitian Pengembangan, Multimedia Interaktif, Microsoft PowerPoint

Ummah, Rokhmatul. 2021. Development of Microsoft PowerPoint-Based Interactive Multimedia on Theme 6 Sub-theme 1 Learning 1 Class IV SDN Ketegan. Thesis. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo University, Madura. Supervisor Isna Ida Mardiyana, S. Pd., M. Pd

ABSTRACT

This development research aims to develop an interactive multimedia product based on Microsoft PowerPoint in Theme 6 Sub-theme 1 Learning 1 based on the level of validity, attractiveness, and effectiveness. This research was conducted at SDN Ketegan, Kabupaten Sidoarjo. Based on the results of validation by 3 experts, namely learning media experts, material experts, and learning design experts, this research product is included in the very valid category with a percentage of 88.30%. The attractiveness of this research product is seen from the results of the student response questionnaire with a percentage of 96.67% included in the interesting category. While the effectiveness of the product in this study is seen from the learning outcomes of students who get a percentage of classical completeness of 100%. This research was conducted during the COVID-19 pandemic so that data collection was carried out online. Based on the results of the validity, attractiveness, and effectiveness tests, the Microsoft PowerPoint-Based Interactive Multimedia product is said to be valid, interesting, and effective for use in learning in grade IV Elementary School.

Keywords: Research Development, Interactive Multimedia, Microsoft PowerPoint