

Rusdy Baharsyah Muslim. 2021. *Pengembangan Media Pembelajaran Interaktif Berbasis Android pada Materi Pecahan Kelas IV*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Rika Wulandari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran yang valid, praktis, dan efektif. Media pembelajaran yang dikembangkan yaitu media pembelajaran interaktif berbasis *android* pada materi pecahan kelas IV. Penelitian ini dilakukan di SD Riyadlus Sholihin Probolinggo. Penelitian pengembangan ini menggunakan model 4D. Berdasarkan hasil validasi, didapatkan hasil persentase sebagai berikut: ahli media 73,34%, ahli materi 72%, ahli bahasa 77,5%, dan ahli desain pembelajaran 82%. Berdasarkan hasil persentase tersebut diperoleh rata-rata persentase kevalidan sebesar 76,21% (cukup valid). Kepraktisan media pembelajaran diukur dari angket respon guru dan angket respon siswa. Berdasarkan hasil angket respon guru dengan perolehan persentase 84%, media pembelajaran telah dikatakan praktis. Sedangkan berdasarkan angket respon siswa dengan perolehan persentase rata-rata 92,4%, media pembelajaran yang dikembangkan sudah dinyatakan praktis. Keefektifan media pembelajaran diperoleh dari hasil belajar klasikal. Pada penelitian ini hasil belajar klasikal menggunakan media pembelajaran yaitu sebesar 100%. Sehingga dapat dinyatakan bahwa media pembelajaran yang dikembangkan telah efektif. Berdasarkan hasil penelitian maka media pembelajaran interaktif berbasis *android* dikatakan cukup valid, praktis, dan efektif untuk digunakan siswa dalam materi pecahan kelas IV SD Riyadlus Sholihin.

Kata Kunci: media pembelajaran interaktif berbasis *android*, 4D.

Rusdy Baharsyah Muslim. 2021. *Development of Android-Based Interactive Learning Media on Class IV Fraction Learning Materials*. Thesis, Primary Teacher Education Study Program, Faculty of Education, University of Trunojoyo, Madura. Advisor: Rika Wulandari, S.Pd., M.Pd.

ABSTRACT

The aim of this study is to develop valid, practical, and effective learning media. The learning media developed are interactive learning media based on Android for class IV fraction material. This study was conducted at Riyadlus Sholihin Elementary School, Probolinggo. This development research uses a 4D model. Based on the results of the validation, the following percentage results were obtained: media experts 73.34%, material experts 72%, linguists 77.5%, and learning design experts 82%. Based on the results of these percentages, this study obtained an average percentage of validity of 76.21% (quite valid). The practicality of the learning media was measured from the teachers and the students' response questionnaire. Based on the results of the teachers' response questionnaire with a percentage of 84%, the learning media have been said to be practical. Meanwhile, based on the students' response questionnaire with an average percentage of 92.4%, the learning media which have been developed can be considered as practical. The effectiveness of the learning media was obtained from the results of classical learning. In this study, the result of classical learning using learning media is 100%. Thus, it can be stated that the learning media developed have been effective. Based on the results of the study, the android-based interactive learning media can be said to be quite valid, practical, and effective for students to be used in the fourth-grade fraction material at Riyadlus Sholihin Elementary School.

Keywords: Android-Based Interactive Learning Media, 4D