

N.J, Firda. 2021. 170611100016. *Pengembangan Multimedia Interaktif Permainan Teka-Teki Silang LAMBOL (Lambang/Symbol) Pada Tema 8 Subtema 3 Pembelajaran 2 Kelas III SD*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda S, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) untuk mengetahui kevalidan multimedia interaktif permainan teka-teki silang lambol (lambang/symbol) pada tema 8 subtema 3 pembelajaran 2 kelas III SD, (2) untuk mengetahui kemenarikan multimedia interaktif permainan teka-teki silang lambol (lambang/symbol) pada tema 8 subtema 3 pembelajaran 2 kelas III SD, (3) untuk mengetahui keefektifan multimedia interaktif permainan teka-teki silang lambol (lambang/symbol) pada tema 8 subtema 3 pembelajaran 2 kelas III SD. Penelitian ini menggunakan model pengembang ADDIE yang terdiri dari *Analysis, Design, Developments, Implementation* dan *Evaluation*. Penelitian dilakukan pada kelas III SDN Kebonagung II Sumenep dengan melibatkan 9 siswa. Berdasarkan hasil validasi ahli, diperoleh persentase validasi ahli Desain pembelajaran sebesar 96,00%(sangat valid), ahli media pembelajaran sebesar 90,67% (sangat valid), ahli materi sebesar 92,00% (sangat valid) dan ahli bahasa sebesar 65,00% (valid). Kemenarikan media dilihat dari angket respon siswa didapatkan hasil persentase pada uji coba perorangan sebesar 96,00% (sangat menarik) dan uji coba kelompok kecil sebesar 97,00% (sangat menarik). Keefektifan media pembelajaran dilihat dari hasil tes kemampuan akhir siswa didapatkan hasil persentase pada uji coba perorangan sebesar 100% (sangat efektif) dan uji coba kelompok kecil sebesar 100% (sangat efektif). Berdasarkan data hasil penelitian, maka dapat disimpulkan multimedia interaktif permainan teka-teki silang LAMBOL (lambang/symbol) valid, menarik dan efektif.

Kata Kunci: Multimedia Interaktif, Teka-Teki Silang

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ABSTRACT

The purpose of this development research is (1) to determine the validity of interactive multimedia crossword game lambol (symbol/symbol) on theme 8 sub theme 3 learning 2 grade III SD, (2) to find out the attractiveness interactive multimedia crossword game lambol (symbol/symbol) on theme 8 sub-theme 3 learning 2 grade III SD, (3) to determine the effectiveness interactive multimedia crossword game lambol (symbol/symbol) on theme 8 sub-theme 3 learning 2 grade III SD. This study uses a model ADDIE development consisting of Analysis, Design, Developments, Implementation and Evaluation. The study was conducted in class III SDN Kebonagung II Sumenep involving 9 students. Based on validation results hasil experts, obtained the percentage of expert validation Learning design of 96.00% (very valid), learning media experts are 90.67% (very valid), material experts are 92.00% (very valid) and linguists 65.00% (valid). Media attraction seen from the student response questionnaire, the percentage results in the trial individuals by 96.00% (very interesting) and small group trials of 97.00% (very interesting). The effectiveness of learning media is seen from the test results the final ability of students obtained percentage results in individual trials 100% (very effective) and small group trial of 100% (very effective). Based on the research data, it can be concluded that multimedia Interactive crossword game LAMBOL (symbol/symbol) valid, interesting and effective.

Keyword: Multimedia interactive, crossword