

Khotimatul Hosna. 2021. Pengembangan multimedia interaktif kayanya negeriku tema 9 kelas IV di UPT SD Negeri 43 Gresik. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) mengetahui kevalidan pengembangan Multimedia Interaktif Kayanya Negeriku dilihat dari validasi ahli, (2) mengetahui keefektifan pengembangan Multimedia Interaktif Kayanya Negeriku dilihat dari observasi aktivitas guru, aktivitas siswa, dan tes hasil belajar, (3) mengetahui kemenarikan Multimedia Interaktif Kayanya Negeriku dilihat dari angket respon siswa di UPT SD Negeri 43 Gresik. Pengembangan ini menggunakan model ADDIE. Berdasarkan hasil penelitian yang dilakukan pada uji kelompok, diperoleh rata-rata persentase kevalidan dari validasi para ahli adalah 89,35% yang termasuk dalam kategori sangat valid. Keefektifan didapatkan dari aktivitas guru 95,24% dan aktifitas siswa 98,67% kategori sangat aktif, dan ketuntasan klasikal 100%. Produk termasuk dalam kategori menarik berdasarkan persentase angket respon siswa sebesar 91,67%. Kesimpulannya yaitu Multimedia Interaktif Kayanya Negeriku valid, efektif, dan menarik digunakan pada kelas IV di UPT SD Negeri 43 Gresik.

Kata Kunci: ADDIE, Media Pembelajaran, Multimedia Interaktif Kayanya Negeriku.

Khotimatul Hosna. 2021. The Development of Interactive Multimedia of Kayanya Negeriku Theme 9 for Class IV at UPT State Elementary School 43 Gresik. Thesis, Elementary School Teacher Study Program, Faculty of Education, University of Trunojoyo Madura. Supervisor: Isna Ida Mardiyana, M.Pd.

ABSTRACT

The objectives of this developmental research are (1) to determine the validity of multimedia development of Kayanya Negeriku seen from experts validation, (2) to know the effectiveness of interactive multimedia development of Kayanya Negeriku seen from observations of teacher activities, student activities, and study result test, (3) and to know the attractiveness of multimedia interactive of Kayanya Negeriku seen from the student response questionnaires at UPT State Elementary School 43 Gresik. This development uses the ADDIE model. Based on the result of research conducted on group tests, the average percentage of validity from the validation of experts is 89.35% which is included in the very valid category. The effectiveness is obtained from teacher activities (95.24%), student activities (98.67%) in the very active category, and classical completeness (100%). The product is included in the interesting category according to the percentage of student response questionnaires (91.67%). The conclusion is that Kayanya Negeriku's interactive multimedia is valid, effective, and interesting to use in class IV at UPT State Elementary School 43 Gresik.

Keywords: ADDIE, Learning Media, Interactive Multimedia of Kayanya Negeriku.