

Moh. Slamet Pribadi. 2021. *Pengembangan Multimedia Interaktif Bebas Simulation Based Computer Pada Tema 6 Cita-citaku Kelas IV SD*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, S. Pd., M. Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan pengembangan multimedia interaktif berbasis *simulation based computer*, (2) mengetahui keefektifan pengembangan multimedia interaktif, (3) mengetahui kemenarikan pengembangan multimedia interaktif. Penelitian pengembangan ini menggunakan model pengembangan ADDIE. Berdasarkan hasil penelitian, diperoleh presentase kevalidan rata-rata multimedia interaktif sebesar 80% dalam kategori valid. Keefektifan multimedia interaktif diukur dari observasi aktivitas guru sebesar 94% dalam kategori sangat efektif, observasi aktivitas siswa sebesar 96% dalam kategori sangat efektif dan presentase ketuntasan klasikal sebesar 100% dalam kategori tuntas sehingga dapat disimpulkan multimedia interaktif sangat efektif digunakan pada pembelajaran. Kemenarikan diukur dari presentase hasil angket respon siswa uji coba perorangan sebesar 89% dengan kategori sangat menarik, angket respon siswa uji coba kelompok kecil sebesar 91% dengan kategori sangat menarik, dan angket respon guru sebesar 96% dengan kategori sangat menarik. Berdasarkan hasil penelitian maka multimedia interaktif berbasis *simulation based computer* valid, efektif dan menarik untuk digunakan pada tema 6 subtema 1 pembelajaran 1 kelas IV.

Kata Kunci: Multimedia, Interaktif, Simulasi

Moh. Slamet Pribadi. 2021. *Developing Interactive Multimedia Based Simulation Based Computer in Topic 6 for 4 Class*. Thesis, Elementary School Teacher Study Program, Faculty of Education Sciences, Trunojoyo University. Advisor: Isna Ida Mardiyana, S. Pd., M. Pd.

ABSTRACT

The objectives of this development research are (1) to determine the validity of developing interactive multimedia based *simulation based computer*, (2) to determine the effectiveness of developing interactive multimedia based, (3) to determine the attractiveness of developing interactive multimedia based. This development research uses the ADDIE development model. The results obtained that the average percentage of the validity of interactive multimedia based on computer simulations is 80% in the valid category. The effectiveness of developing interactive multimedia is measured by 94% of teacher activity observations in the very effective category, 96% of student activity observations in the very effective category, and the presentation of classical completeness by 100% in the effective category so that it is complete, it can be said that developing interactive multimedia very effectively used in learning. The attractiveness of the size of the percentage of individual test student response questionnaires is 89% in the very interesting category, the small group test student response questionnaire is 91% in the very interesting category, and the teacher response questionnaire is 96% in the very interesting category. Then developing interactive multimedia based *simulation based computer* is valid, effective, and interesting to be used in topic 6 sub-topic 1 learning in class IV.

Keywords: Multimedia, Interactive, Simulation