

Frety Fajriati Putri Ananda. 2021. *Pengembangan Multimedia Interaktif Antera Berbasis Android pada Siswa Kelas IV UPT SDN 65 Gresik*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Sulaiman, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan media pembelajaran yang valid, efektif, dan menarik. Media pembelajaran yang dikembangkan yaitu multimedia interaktif Antera berbasis android pada tema cita-citaku subtema aku dan cita-citaku pembelajaran 2. Penelitian ini dilakukan di UPT SDN 65 Gresik. Penelitian pengembangan ini menggunakan *model Borg and Gall*. Berdasarkan hasil validasi, didapatkan hasil presentase sebagai berikut: ahli dan praktisi materi 97,5%, ahli bahasa 80%, ahli media 88%, dan ahli desain pembelajaran 90%. Berdasarkan hasil presentase tersebut diperoleh rata-rata presentase kevalidan sebesar 88,87% (sangat valid). Hasil keefektifan pada uji coba produk menggunakan lembar observasi aktivitas guru diperoleh presentase sebesar 90% (sangat efektif), lembar observasi aktivitas siswa diperoleh presentase sebesar 94,17% (sangat efektif), dan presentase ketuntasan klasikal sebesar 100% (tuntas) sehingga dapat disimpulkan multimedia interaktif Antera berbasis android sangat efektif untuk digunakan dalam pembelajaran. Hasil kemenarikan menggunakan angket respon guru dan siswa diperoleh presentase sebesar 90% dan 93,44%. Dari hasil tersebut kemudian diperoleh rata-rata presentase kemenarikan sebesar 91,72% (sangat menarik). Berdasarkan hasil penelitian maka multimedia interaktif Antera berbasis android dikatakan sangat valid, sangat efektif, dan sangat menarik untuk digunakan dalam pembelajaran di kelas IV UPT SDN 65 Gresik.

Kata Kunci: *Borg and Gall*, Media Pembelajaran, Multimedia Interaktif Antera.

Frety Fajriati Putri Ananda. 2021. *Development of Android-Based Interactive Multimedia Antera for Fourth Grade Students of UPT SDN 65 Gresik*. Thesis, Primary Teacher Education Study Program, Faculty of Education, University of Trunojoyo, Madura. Advisor: Sulaiman, S.Pd., M.Pd.

ABSTRACT

The aim of this development research is to develop a valid, effective, and interesting learning medium. The learning medium developed is interactive multimedia Antera based on Android on the theme of “Cita-Citaku”, sub-theme of “Aku dan Cita-Citaku” in Lesson 2. This study was conducted at UPT SDN 65 Gresik. This development research uses *the Borg and Gall model*. Based on the validation results, the following percentage results are obtained: material experts and practitioners 97.5%, linguists 80%, media experts 88%, and learning design experts 90%. Based on the results of the percentage, an average percentage of validity of 88.87% (very valid) is obtained. The result of the effectiveness of the product trial using observation sheet of teachers’ activity gains a percentage of 90% (very effective), the observation sheet of students’ activity gains a percentage of 94.17% (very effective), and the percentage of classical completeness is 100% (completed) thus it can be concluded that Android-based interactive multimedia Antera is very effective to be used in learning. The result of the attractiveness of using the teachers and students’ response questionnaire gains a percentage of 90% and 93.44%. From these results, the average percentage of attractiveness is 91.72% (very interesting). Based on the results of this research, the Android-based interactive multimedia Antera is declared to be very valid, very effective, and very interesting to be used in learning for fourth grade students of UPT SDN 65 Gresik.

Keywords: Borg and Gall, Learning Media, Interactive Multimedia Antera.