

Shofatul isnainy.2022. 170611100004. *Pengembangan Game Multimedia Interaktif Tema 6 Subtema 1 di SDN Bandung 1 Bangkalan*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing: H. Priyono Tri Febrianto, S. Sos., M.Si

ABSTRAK

Tujuan penelitian pengembangan yaitu (1) untuk Mengetahui Kevalidan Game Multimedia Interaktif Tema 6 Subtema 1 Pembelajaran 5 Kelas III SD (2) untuk Mengetahui Keefektifan Game Multimedia Interaktif Tema 6 Subtema 1 Pembelajaran 5 Kelas III SD (3) untuk Mengetahui Kemenarikan Game Multimedia Interaktif Tema 6 Subtema 1 Pembelajaran 5 Kelas III SD. Penelitian ini merupakan penelitian yang menggunakan metode penelitian pengembangan *Research and Development* (R&D). Model Penelitian dan Pengembangan dalam penelitian pengembangan ini menggunakan model Borg and Gall. Penelitian dilakukan pada kelas III SDN Bandung 1 Bangkalan dengan melibatkan 6 siswa. Berdasarkan hasil validasi ahli, diperoleh presentase ahli materi pembelajaran sebesar 84% (Sangat Valid), ahli media sebesar 82% (Valid), ahli desain sebesar 70% (Valid) dan ahli bahasa sebesar 70% (Valid). Keefektifan media dilihat dari hasil tes kemampuan akhir siswa didapatkan hasil persentase uji coba kelompok Produk sebesar 100% (sangat efektif) dan uji coba pemakaian sebesar 82% (Efektif). Kemenarikan media dilihat dari angket respon siswa diperoleh dari presentase uji coba produk sebesar 88% (sangat menarik) dan uji coba pemakaian sebesar 83% (Menarik). Berdasarkan data hasil penelitian, maka dapat disimpulkan Game Multimedia Interaktif Valid, efektif dan menarik.

Kata Kunci: Multimedia Interaktif, Game, Media Pembelajaran

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ABSTRACT

The objectives of development research are (1) to determine the validity of interactive multimedia games Theme 6 Sub-theme 1 Learning 5 Class III SD (2) to determine the effectiveness of interactive multimedia games Theme 6 Sub-theme 1 Learning 5 Class III SD (3) to determine the attractiveness of interactive multimedia games themes 6 Sub-theme 1 Learning 5 Grade III SD. This research is a research that uses Research and Development (R&D) development research methods. Research and Development Model in this development research uses the Borg and Gall model. The research was conducted in class III SDN Bandung 1 Bangkalan involving 6 students. Based on the results of expert validation, the percentage of learning material experts is 84% (Very Valid), media experts are 82% (Valid), design experts are 70% (Valid) and linguists are 70% (Valid). The effectiveness of the media is seen from the results of the final student ability test, the percentage of the Product group trial is 100% (very effective) and the usage trial is 82% (Effective). The attractiveness of the media seen from the student response questionnaire obtained from the percentage of product trials of 88% (very interesting) and usage trials of 83% (Interesting). Based on the research data, it can be concluded that the Interactive Multimedia Game is valid, effective and interesting.

Keywords: Interactive Multimedia, Game, Instructional Media