

Enik Nirina. 2024. *Pengembangan Multimedia Interaktif Berbasis Android Berbantuan Construct 3 untuk Meningkatkan Pemahaman Konsep Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Aida Fikriyah

ABSTRAK

Rendahnya pemahaman konsep siswa dalam pembelajaran IPA disebabkan karena media pembelajaran yang digunakan hanya berupa buku sehingga bersifat hafalan saja dan kurang memvisualisasikan materi abstrak. Penelitian ini bertujuan untuk mengetahui kevalidan, peningkatan pemahaman konsep siswa, dan respons siswa terhadap multimedia interaktif berbasis android berbantuan *construct 3*. Materi yang digunakan dalam multimedia interaktif berbasis android adalah ekologi dan keanekaragaman hayati Indonesia kelas VII SMP. Model pengembangan yang digunakan adalah model *ADDIE* yang terdiri dari lima tahap yaitu *analysis, design, development, implementation, dan evaluation*. Subjek uji coba dalam penelitian ini berjumlah 10 siswa dari kelas VIII-B. Populasi pada penelitian ini adalah siswa kelas VII. Sampel dalam penelitian ini berjumlah 28 siswa kelas VII-G UPTD SMP Negeri 1 Kamal dengan menggunakan teknik *purposive sampling*. Instrumen penelitian yang digunakan terdiri dari lembar validasi, materi, tes pemahaman konsep siswa, dan angket respons siswa. Berdasarkan hasil penelitian yang telah dilakukan dapat disimpulkan bahwa: (1) Rata-rata skor validitas ahli media sebesar 92,97% (sangat valid) dan rata-rata reliabilitas sebesar 95,54% (reliabel), serta hasil validitas materi diperoleh rata-rata sebesar 90,31% (sangat valid) dan rata-rata reliabilitas sebesar 95,36% (reliabel) sehingga multimedia interaktif berbasis android berbantuan *construct 3* valid digunakan dalam pembelajaran, (2) Hasil peningkatan pemahaman konsep siswa kelas VII-G UPTD SMP Negeri 1 Kamal pada pembelajaran menggunakan multimedia interaktif berbasis android berbantuan *construct 3* diperoleh rata-rata *N-Gain* sebesar 0,40 dengan kriteria sedang, (3) Rata-rata respons siswa sebesar 84,88% (sangat baik). Hal tersebut menunjukkan bahwa multimedia interaktif berbasis android berbantuan *construct 3* valid digunakan dalam meningkatkan pemahaman konsep siswa.

Kata kunci: *construct 3*, multimedia interaktif, pemahaman konsep siswa

Enik Nirina. 2024. *Development of Interactive Multimedia Based Android Assisted Construct 3 to Improve Students Concept Understanding*. Thesis, Science Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Aida Fikriyah

ABSTRACT

The low understanding of student concepts in science learning is due to the learning media used only in the form of books so that it is rote and does not visualize abstract material. This study aims to determine the validity, improvement of students concept understanding, and student responses to android-based interactive multimedia assisted by construct 3. The material used in android-based interactive multimedia is ecology and biodiversity of Indonesia class VII junior high school. The development model used is the ADDIE model which consists of five stages, namely analysis, design, development, implementation, and evaluation. The test subjects in this study amounted to 10 students from class VIII-B. The population in this study were seventh grade students. The sample in this study amounted to 28 students of class VII-G UPTD SMP Negeri 1 Kamal using purposive sampling technique. The research instruments used consisted of validation sheets, materials, student concept understanding tests, and student response questionnaires. Based on the results of the research that has been done, it can be concluded that: (1) The average validity score of media experts is 92.97% (very valid) and the average reliability is 95.54% (reliable), and the material validity results obtained an average of 90.31% (very valid) and an average reliability of 95.36% (reliable) so that android-based interactive multimedia assisted by construct 3 is valid for use in learning, (2) The results of increasing the concept understanding of students in class VII-G UPTD SMP Negeri 1 Kamal in learning using interactive multimedia based on android assisted by construct 3 obtained an average N-Gain of 0.40 with moderate criteria, (3) The average student response is 84.88% (very good). This shows that interactive multimedia based on android assisted by construct 3 is valid for use in improving students' concept understanding.

Keyword: *construct 3, interactive multimedia, student concept understanding*