

Wardatul Mawaddah. 2019. Pengembangan Multimedia Interaktif Berbasis Powerpoint disertai Permainan Jeopardy Terhadap Motivasi Belajar Siswa. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mochammad Ahied, S.Si., M.Si., Pembimbing II: Wiwin Puspita Hadi, S.Si. M.Pd.

ABSTRAK

Penelitian ini merupakan penelitian Research and Development (R&D) dengan menggunakan model ADDIE (*Anlysis, Design, Development, Implementation, and Evaluation*). Tujuan dari penelitian ini adalah untuk mengetahui kelayakan produk, respons siswa, dan motivasi belajar siswa terhadap multimedia interaktif berbasis *Powerpoint* disertai permainan *Jeopardy*. Dilaksanakan di SMP Negeri 2 Manyar Tahun ajaran 2018/2019. Sampel yang digunakan adalah siswa kelas VII-C dengan teknik pengambilan *random sampling*. Kelayakan produk ditunjukkan dari aspek media dan aspek materi yang memberikan rata-rata 92,42% dengan kriteria sangat layak. Hasil rata-rata respons siswa terhadap media mendapatkan nilai 83,66% dengan kriteria sangat menarik. Media pembelajaran yang dikembangkan mampu memberikan pengaruh motivasi belajar yang sangat baik dengan nilai 81,83%. Berdasarkan hasil tersebut menunjukkan adanya pengaruh positif antara multimedia interaktif berbasis *Powerpoint* disertai permainan *Jeopardy* terhadap motivasi belajar siswa.

Kata Kunci : Motivasi belajar siswa, multimedia interaktif, *Powerpoint*, permainan *Jeopardy*.

Wardatul Mawaddah. 2019. *Developing Interactive Multimedia Based On Powerpoint With Jeopardy Game Against Student Motivation Learning*. Thesis. Natural Science Education Study Program, Education Faculty, University Of Trunojoyo Madura. Advisor I: Mochammad Ahied, S.Si., M.Si., Advisor II: Wiwin Puspita Hadi, S.Si., M.Pd.

ABSTRACT

This research is a Research and Development (R&D) by using ADDIE (Anlysis, Design, Development, Implementation, and Evaluation) model. The purpose of this research is to determine the product validity, response student, and student motivation learning against interactive multimedia based on Powerpoint with Jeopardy game. This study held in junior high school 2 Manyar school year 2018/2019. The sample used are students class VII-C with technique random sampling. Product validity shown from media aspect and material aspect that give an average rating of 92,42% with very valid criteria. The average result of the student responses is 83,66% with very interesting criteria. The development learning media give the student motivation learning influence well with score 81,83%. Based on the results, it indicates a positive influence between interactive multimedia based on powerpoint with jeopardy game against student motivation learning.

Keyword : *Interactive multimedia, Jeopardy game, Powerpoint, stundent motivation learning.*