

Anita Nur Latifah. 2022. *Pengembangan Multimedia Interaktif Berbasis komputer Tema 8 Subtema 1 Kelas V SDN Curahmalang 2*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ade Cyntia Pritasari S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan multimedia interaktif berbasis komputer yang valid ditinjau dari validasi ahli (ahli media, ahli materi, ahli desain pembelajaran), yang menarik ditinjau dari lembar angket respon siswa dan guru, yang efektif ditinjau dari lembar observasi aktifitas siswa dan guru, serta hasil belajar siswa kognitif. Penelitian pengembangan ini menggunakan model penelitian ADDIE, dengan 5 tahapan yaitu analysis (analisis), design (desain), development (pengembangan), implementation (penerapan) dan evaluation (evaluasi). Subjek penelitian ini merupakan 20 siswa kelas VB SDN Curahmalang 2, dengan 6 siswa untuk uji coba kelompok kecil dan 20 siswa untuk uji lapangan. Hasil penelitian menunjukkan bahwa: 1) Hasil kevalidan multimedia interaktif berbasis komputer diperoleh dari validator ahli media sebesar 93,3%, validasi materi 93,3%, dan validasi desain pembelajaran 90%, dengan rata-rata presentase validasi ahli sebesar 92,9%, yang menyatakan sangat valid untuk digunakan. Hasil Kemenarikan siswa uji coba kelompok kecil menunjukkan 100% menarik, uji lapangan 100%, serta hasil angket respon guru sebesar 100% menarik untuk digunakan. Hasil keefektifan menunjukan efektif digunakan ditinjau dari uji coba kelompok kecil dengan hasil observasi aktivitas siswa sebesar 78,7%, aktivitas observasi guru sebesar 95,8%, dan hasil belajar siswa 100%. Sedangkan uji lapangan menunjukkan 78,7% dari hasil observasi aktivitas siswa, 95,8% aktifitas guru, serta 90% diperoleh dari hasil belajar siswa.

Kata Kunci : *Pengembangan, Multimedia Interaktif, ADDIE*

,

Anita Nur Latifah. 2022. *Development of Computer-Based Interactive Multimedia Theme 8 Sub-theme 1 Class V SDN Curahmalang 2*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Ade Cyntia Pritasari S.Pd., M.Pd.

ABSTRACT

The purpose of this development research is to develop computer-based interactive multimedia that is valid in terms of expert validation (media experts, material experts, learning design experts), which draws in terms of student and teacher response questionnaire sheets, which are effective in terms of student and teacher activity observation sheets. , as well as cognitive student learning outcomes. This development research uses the ADDIE research model, with 5 stages, namely analysis (analysis), design (design), development (development), implementation (application) and evaluation (evaluation). The subjects of this study were 20 students of class VB SDN Curahmalang 2, with 6 students for the small group trial and 20 students for the field test. The results showed that: 1) The results of the validity of computer-based interactive multimedia were obtained from media expert validators as much as 93.3%, material validation 93.3%, and learning design validation 90%, with an average expert validation percentage of 92.9% , which states it is perfectly valid to use. The results of the attractiveness of the small group trial students showed 100% interest, the field test 100%, and the teacher response questionnaire results were 100% interesting to use. The results of the effectiveness show that it is effective to use in terms of small group trials with the results of observing student activities of 78.7%, teacher observation activities of 95.8%, and student learning outcomes of 100%. While the results of the field test showed 78.7% of student activity observations, 95.8% teacher activity, and 90% of student learning outcomes.

Keywords : *R&D, Interactiv Multimedia, ADDIE*