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ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan multimedia interaktif berbasis etnomatematika reyog Ponorogo pada pokok bahasan bangun datar kelas IV SD yang valid, efektif, dan praktis untuk digunakan. Penelitian pengembangan ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). Berdasarkan hasil validasi ahli materi pelajaran, ahli media pembelajaran, ahli bahasa, dan ahli desain pembelajaran diperoleh rata-rata hasil presentase kevalidan sebesar 88,63% dengan kategori valid. Keefektifan multimedia interaktif berbasis etnomatematika reyog Ponorogo dilihat dari hasil belajar siswa. Ketuntasan hasil belajar siswa pada uji kelompok kecil diperoleh presentase secara klasikal sebesar 100% dengan kategori sangat efektif, sedangkan ketuntasan hasil belajar siswa pada uji kelompok besar diperoleh presentase sebesar 100% dengan kategori sangat efektif. Kepraktisan multimedia interaktif berbasis etnomatematika reyog Ponorogo dilihat dari hasil angket respon guru dan angket respon siswa. Hasil angket respon siswa pada uji coba kelompok kecil diperoleh presentase sebesar 86,33% dengan kategori sangat praktis, sedangkan hasil angket respon siswa pada uji kelompok besar diperoleh presentase sebesar 98,52% dengan kategori sangat praktis. Angket respon guru terhadap multimedia interaktif berbasis etnomatematika reyog Ponorogo pada uji coba kelompok kecil mendapatkan presentase sebesar 96% dengan kategori sangat praktis, sedangkan hasil angket respon guru pada uji coba kelompok besar mendapatkan presentase sebesar 94% dengan kategori sangat praktis. Dapat disimpulkan bahwa multimedia interaktif berbasis etnomatematika reyog Ponorogo layak untuk digunakan.

Kata Kunci: Multimedia Interaktif, Etnomatematika, Reyog Ponorogo, Bangun Datar

Dewi Ratna Sari. 2022. *Development of Reyog Ponorogo Ethnomathematics Interactive Multimedia on the Subject of flat shapes for Class IV Elementary School*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervising. Rika Wulandari

ABSTRACT

The purpose of this study was to develop interactive multimedia based on the ethnomatematics of reyog Ponorogo on the subject of flat shapes for fourth grade elementary school wich is valid, effective, and practical to use. This development research uses the ADDIE model (Analyze, Design, Development, Implementation, and Evaluatium). Based on the results of the validation of subject matter experts, learning media experts, linguists, and learning media experts, the average percentage of validity results was 88,63% with valid categories. The effectiveness of interactive multimedia bsd on reyog Ponorogo ethnomathematics is seen from student learning outcomes and student response questionnaire results. The Mastery of student learning outcomes in the small group test obtaine a classical percentage of 100% with a very effective category, while the mastery of student learning outcomes in the large group test obtained a percentage of 100% with a very effective category. The practicality of interactive multimedia based on the ethnomathematics of reyog Ponorogo is seen from the results of the teacher response questionnaire and student response questionnaire. The results of the student response questionnaire in the small group trial obtained a percentage of 86,33% with a very practical category, while the results of student response questionnaire in the large group test obtained a percentage pf 98,52% with a very practical category. The teacher's response questionnaire to the ethnomathematics based interactive multimedia of reyog Ponorogo in the small group trial got a percentage of 96% 9 in the very practical category, while the results of the teacher response questionnaire in the large group trial got a percentage of 94% in the very practical category. It can be concluded that the interactive multimedia based on the ethnomathematics of reyog Ponorogo is feasible to use.

Keywords: *Interactive Multimedia. Ethnomathematics, Reyog Ponorogo, Two-dimensional figure*