

Pertiwi, Puspa Octavia. 2022. *Pengembangan Media Pembelajaran Pendengaran Manusia Berbasis Multimedia Interaktif untuk Kelas IV*. Skripsi, Program Studi Pendidikan Guru SDN Ngumpul 3 Bagor, Universitas Trunojoyo Madura. Pembimbing 1: Fachrur Rozie, S.Pd., M.Pd. Pembimbing II: Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRAK

Peneliti ini bertujuan untuk mengembangkan multimedia interaktif pendengaran manusia tema 1 subtema 1 keberagaman budaya bangsaku yang valid, efektif, dan menarik. Penelitian ini menggunakan metode penelitian pengembangan dengan menggunakan model penelitian Borg and Gall. Berdasarkan penelitian yang dilakukan diperoleh hasil bahwa presentase rata-rata kevalidan produk yaitu 82% dengan kriteria sangat valid, yang didapatkan dari hasil validasi ahli media 78%, validasi ahli materi 85,2%, validasi ahli desain pembelajaran 82%, dan validasi ahli bahasa 83%. Hasil kemenarikan uji coba terbatas diperoleh dari angket respon siswa 84,5%, dan hasil uji coba operasional 86,5%, dengan kriteria sangat menarik. Serta hasil keefektifan produk diperoleh dari hasil belajar siswa pada tahap uji terbatas 85%, dan hasil uji coba operasional 88,25% dengan kriteria sangat efektif. Berdasarkan hasil penelitian diatas dapat disimpulkan bahwa media pembelajaran pendengaran manusia berbasis multimedia interaktif ini valid, menarik dan efektif untuk digunakan dalam pembelajaran di kelas IV Sekolah Dasar.

Kata Kunci: Multimedia Interaktif, Pendengaran Manusia,

Pertiwi, Puspa Octavia. 2022. *Development of Interactive Multimedia-Based Human Hearing Learning Media for Fourth Grade*. Thesis, State Elementary School Teacher Education Study Program Gathering 3 Bagor, Trunojoyo University, Madura. Advisor 1: Fachrur Rozie, S.Pd., M.Pd. Advisor II: Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRACT

This researcher aims to develop interactive multimedia for human hearing based on theme 1 sub theme 1 cultural diversity of my people that is valid, effective, and interesting. This study uses development research methods using the Borg and Gall research model. Based on the research conducted, the results show that the average percentage of product validity is 82% with very valid criteria, which is obtained from the results of media expert validation 78%, material expert validation 85.2%, learning design expert validation 82%, and expert validation language 83%. The results of the attractiveness of the limited trial were obtained from the student response questionnaire of 84.5%, and the results of the operational trial of 86.5%, with very interesting criteria. And the results of the effectiveness of the product obtained from student learning outcomes at the limited test stage of 85%, and the results of operational trials of 88.25% with very effective criteria. Based on the results of the research above, it can be concluded that this interactive multimedia-based human hearing learning media is valid, interesting and effective for use in learning in fourth grade elementary schools.

Keywords: *Human Hearing, Interactive Multimedia*