

Bertha Hartanti. 2022. *Pengembangan Multimedia Interaktif Berbasis Kearifan Lokal Sidoarjo Pada Tema 8 Subtema 2 Kelas V Sdn Lambangan Kabupaten Sidoarjo*. Skripsi, Program Studi Pendidikan Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Andika Adinanda Siswoyo.

ABSTRAK

Pengembangan ini dilatarbelakangi terbatasnya media pembelajaran yang menyebabkan motivasi dan hasil belajar siswa rendah. Tujuan penelitian ini untuk mengembangkan Multimedia Interaktif Berbasis Kearifan Lokal Sidoarjo Tema 8 Subtema 2 kelas V yang valid, menarik, dan efektif. penelitian pengembangan ini menggunakan model ADDIE dengan tahap *analysis, design, development, implementation, and evaluation*. Penelitian dilakukan di SDN Lambangan Kabupaten Sidoarjo. Berdasarkan hasil validasi ahli materi, media, desain, dan Bahasa diperoleh rata-rata persentase 91,74% dengan kategori valid. Keefektifan produk dilihat dari observasi aktivitas guru sebesar 91,60% dengan kategori aktif, observasi aktivitas siswa sebesar 93,92% dengan kategori aktif, dan ketuntasan klasikal dengan persentase 100% dengan kategori tuntas, sehingga dapat disimpulkan produk pengembangan efektif digunakan dalam pembelajaran. hasil kemenarikan dilihat dari angket respon siswa terhadap multimedia interaktif yaitu 94,41% dengan kategori menarik. Sehingga disimpulkan bahwa multimedia interaktif layak untuk digunakan.

kata kunci: multimedia interaktif, kearifan lokal, Sidoarjo

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ABSTRACT

This development is motivated by the limited learning media which causes low motivation and student learning outcomes. The purpose of this research is to develop Interactive Multimedia Based on Local Wisdom Sidoarjo Theme 8 Sub-theme 2 class V that is valid, interesting, and effective. This development research uses the ADDIE model with the analysis, design, development, implementation, and evaluation stages. The research was conducted at SDN Lambangan, Sidoarjo Regency. Based on the results of the validation of material, media, design, and language experts, an average percentage of 91.74% was obtained in the valid category. The effectiveness of the product is seen from the observation of teacher activity by 91.60% in the active category, observation of student activity by 93.92% in the active category, and classical completeness with a percentage of 100% in the complete category, so it can be concluded that the development product is effectively used in learning. The attractiveness results were seen from the student response questionnaire to interactive multimedia 94.41% with the interesting category. So it can be concluded that interactive multimedia is feasible to use.

Keywords: *interactive multimedia, local wisdom, Sidoarjo*