

Qois Masholichul Hija. 2025. Pengembangan Multimedia Miskela (*Microsoft Sway* Kearifan Lokal Madura) pada Materi IPAS Muatan IPS Kelas V di SDN Telang 1. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan yang menghasilkan produk multimedia Miskela (*Microsoft Sway* Kearifan Lokal Madura) pada Materi Seperti Apakah Budaya Daerahku Kelas V SDN Telang 1 Bangkalan ini berfokus pada masalah yang ditemukan melalui studi pendahuluan, yang melibatkan wawancara, observasi, dan analisis kebutuhan siswa di lapangan. Tujuan dari penelitian ini adalah untuk mengevaluasi tingkat validitas, keefektifan, dan kepraktisan produk yang dikembangkan. Proses pengembangan mengikuti model 4D yang terdiri dari empat tahap: *Define*, *Design*, *Development*, dan *Disseminate*. Penelitian ini melibatkan siswa kelas lima di SDN Telang 1 sebagai subjek penelitian. Berdasarkan penilaian dari para validator ahli, produk ini dinilai sangat valid dengan persentase sebagai berikut: ahli materi pembelajaran 87.5%, ahli media pembelajaran 90%, dan ahli desain pembelajaran 95%. Keefektifan produk dianalisis melalui evaluasi hasil belajar siswa, dengan hasil ketuntasan klasikal sebesar 100% pada kelompok besar. Kepraktisan produk dilihat dari hasil angket respon guru menunjukkan 100% untuk kelompok besar. Sementara itu, angket respon siswa memperoleh persentase 98.2% untuk kelompok besar. Berdasarkan hasil analisis data dapat disimpulkan bahwa produk yang dikembangkan terbukti valid, efektif, dan praktis, sehingga dapat digunakan dalam proses pembelajaran.

Kata Kunci: Penelitian Pengembangan, Multimedia, 4D

Qois Masholichul Hija. 2025. *Development of Miskela Multimedia (Microsoft Sway Integrated with Madurese Local Wisdom) on Social Studies Content of Grade V at SDN Telang 1*. Thesis. Primary School Teacher Education, Faculty of Teacher Training and Education, Trunojoyo University Madura. Supervisor: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

The development research that produced the Miskela (Microsoft Sway Kearifan Lokal Madura) multimedia product for the material 'What is My Local Culture Like?' for Grade V at SDN Telang 1 Bangkalan focused on issues identified through preliminary studies, which involved interviews, observations, and analysis of student needs in the field. The objective of this research is to evaluate the validity, effectiveness, and practicality of the developed product. The development process followed the 4D model, consisting of four stages: Define, Design, Development, and Disseminate. This research involved fifth-grade students at SDN Telang 1 as research subjects. Based on the assessment by expert validators, the product was deemed highly valid with the following percentages: 87.5% for learning material experts, 90% for learning media experts, and 95% for learning design experts. The effectiveness of the product was analysed through an evaluation of student learning outcomes, with a classical completion rate of 100% in the large group. The practicality of the product was assessed based on teacher response surveys, which showed 100% for the large group. Meanwhile, student response surveys yielded a percentage of 98.2% for the large group. Based on the analysis of the data, it can be concluded that the developed product is proven to be valid, effective, and practical, and can therefore be used in the learning process.

Keywords: Research and Development, Multimedia, 4D