

Zirli Amanatus Zuhria. 2025. Pengembangan Interaktif Mekaca (Melihat Karena Cahaya) Pada Siswa Kelas V-B SDN Dukuhklopo Jombang. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ade Cyntia Pritasari, S.Pd., M.Pd.

### **ABSTRAK**

Penelitian pengembangan ini bertujuan menghasilkan produk multimedia interaktif pada mata pelajaran IPAS materi “Melihat karena Cahaya” untuk kelas V-B SDN Dukuhklopo Jombang. Penelitian ini dilatarbelakangi oleh belum terpenuhinya kondisi ideal dalam proses pembelajaran berdasarkan observasi, wawancara, dan analisis kebutuhan peserta didik. Tujuan utama penelitian adalah untuk mengetahui kevalidan, keefektifan, dan kepraktisan produk yang dikembangkan menggunakan model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Hasil validasi oleh para ahli menunjukkan bahwa produk termasuk dalam kategori sangat valid: ahli media 89%, ahli materi 93%, dan ahli desain pembelajaran 80%. Keefektifan produk terlihat dari hasil evaluasi kognitif siswa sebesar 100% pada uji kelompok kecil dan besar, serta angket respon guru (94% dan 100%) dan siswa (88% dan 96%) yang semuanya masuk kategori sangat efektif. Kepraktisan dinilai melalui observasi aktivitas guru (95% pada kedua kelompok) dan siswa (91,5% dan 94%) yang menunjukkan produk sangat praktis. Dengan demikian, multimedia interaktif ini terbukti valid, efektif, dan praktis untuk digunakan dalam pembelajaran IPAS kelas V-B.

**Kata Kunci:** Penelitian Pengembangan, Multimedia Interaktif, ADDIE

Zirli Amanatus Zuhria. 2025. *Interactive Development of Mekaca (Seeing Through Light) for 5th Grade Students at Dukuhklopo Jombang Elementary School*. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Supervisor: Ade Cyntia Pritasari, S.Pd., M.Pd..

### **ABSTRACT**

*This development research aims to produce interactive multimedia products on the subject of IPAS material “Seeing because of Light” for class V-B SDN Dukuhklopo Jombang. This research was motivated by the unfulfillment of ideal conditions in the learning process based on observations, interviews, and analysis of students' needs. The main objective of the study was to determine the validity, effectiveness, and practicality of the product developed using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The results of validation by experts show that the product is included in the very valid category: media experts 89%, material experts 93%, and learning design experts 80%. The effectiveness of the product can be seen from the results of students' cognitive evaluation of 100% in small and large group tests, as well as teacher (94% and 100%) and student (88% and 96%) response questionnaires, all of which are in the highly effective category. Practicality is assessed through teacher (95% in both groups) and student (91.5% and 94%) activity observations which show the product is very practical. Thus, this interactive multimedia is proven valid, effective, and practical to be used in learning IPAS class V-B.*

**Keywords:** *Development Research, Interactive Multimedia, ADDIE*