

Dicky Julian Pratama. 2023. *Pengembangan Multimedia Interaktif Berbasis Edulocal Tourism untuk meningkatkan Keaktifan Siswa Sekolah Dasar*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Universitas Trunojoyo madura. Pembimbing: Andika Adinanda Siswoyo.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan produk multimedia interaktif berbasis *edulocal tourism*. Pengintegrasian konsep *edulocal tourism* dengan multimedia interaktif dilakukan dengan cara memadukan konten pariwisata lokal Pantai Jumiang dengan muatan pembelajaran siswa. Penelitian ini merupakan penelitian jenis *R&D* dengan menggunakan model Borg and Gall yang terdiri dari 10 tahapan. Subjek yang digunakan adalah siswa kelas V SDN Tanjung 3 Pamekasan yang terdiri dari subjek uji coba kelompok kecil sebanyak 8 siswa dan kelompok besar sebanyak 20 siswa. Hasil penelitian ini menunjukkan bahwa produk pengembangan multimedia multimedia interaktif berbasis *edulocal tourism* memperoleh persentase kevalidan sebesar 76% (valid). Persentase kemenarikan dari guru sebesar 94% (sangat menarik) dan siswa sebesar 96% (sangat menarik). Keefektifan produk yang didasarkan pada presentase observasi keterlaksanaan pembelajaran guru 100% (sangat baik), observasi keterlaksanaan pembelajaran siswa 88% (aktif) dan presentase ketuntasan hasil belajar klasikal 88% (tuntas). Sedangkan peningkatan keaktifan belajar siswa yang sebelumnya hanya 43% meningkat sebesar 79% dengan persentase peningkatan sebesar 76%. Berdasarkan hasil tersebut produk multimedia interaktif berbasis *edulocal tourism* terbukti membantu siswa dalam memahami materi pembelajaran sehingga hasil belajar dan tingkat keaktifan siswa meningkat.

Kata Kunci: multimedia interaktif, *edulocal tourirsm*, keaktifan belajar.

Dicky Julian Pratama. 2023. *Development of Interactive Multimedia Based on Edulocal Tourism to increase the Activeness of Elementary School Students*. Thesis, Elementary School Teacher Education Study Program, Trunojoyo Madura University. Supervisor: Andika Adinanda Siswoyo.

ABSTRACT

This research aims to develop interactive multimedia products based on edulocal tourism. Integrating the concept of edulocal tourism with interactive multimedia is carried out by combining the local pariwisata content of Jumiang Beach with student learning content. This research is an R&D type research using the Borg and Gall model consisting of 10 stages. The subjects used were grade V students of SDN Tanjung 3 Pamekasan consisting of small group test subjects of 8 students and large groups of 20 students. The results of this study show that interactive multimedia development products based on edulocal tourism obtained a percentage of validity of 76% (valid). The percentage of attractiveness from teachers is 94% (very interesting) and students is 96% (very interesting). The effectiveness of the product is based on the percentage of observation of the implementation of teacher learning 100% (very good), observation of the implementation of student learning 88% (active) and the percentage of completeness of classical learning outcomes 88% (complete). While the increase in student learning activity which was previously only 43% increased by 79% with an increase percentage of 76%. Based on these results, interactive multimedia products based on edulocal tourism are proven to help students understand learning materials so that learning outcomes and student activity levels increase.

Keywords: *interactive multimedia, edulocal tourism, student activity*