

Luluk Nafisah. 2023. *Pengembangan Multimedia Interaktif Berbasis Android pada Materi Struktur Bumi dan Perkembangannya*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.
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ABSTRAK

Multimedia interaktif merupakan suatu tampilan yang dirancang oleh desainer agar tampilannya dapat menginformasikan pesan dan memiliki interaktivitas kepada penggunanya. Multimedia interaktif dikembangkan menggunakan aplikasi *Microsoft Power Point, I-spring dan Website 2 Apk*. Penelitian ini bertujuan untuk mengembangkan serta menguji kelayakan multimedia interaktif berbasis *android* pada materi struktur bumi dan perkembangannya. Model pengembangan yang digunakan adalah model ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*). Subjek uji coba adalah peserta didik kelas VIII SMP Negeri 4 Bangkalan berdasarkan kriteria pendidik mata pelajaran IPA. Instrumen uji coba yang digunakan adalah lembar validasi ahli media, ahli materi, dan angket respons peserta didik. Berdasarkan hasil penelitian yang dilakukan dapat disimpulkan bahwa: (1) Hasil data validitas multimedia interaktif berdasarkan aspek media memperoleh rata-rata 0,98 dengan kategori sangat valid dan reliabilitas dengan rata-rata 98% dengan kategori sangat reliabel sedangkan berdasarkan aspek materi memperoleh validitas dengan rata-rata 0,96 dengan kategori sangat valid dan reliabilitas dengan rata-rata 98% dengan kategori sangat reliabel, (2) Hasil respons peserta didik terhadap multimedia interaktif berbasis android memperoleh rata-rata 88% pada uji perorangan, rata-rata 85% pada uji kelompok kecil, dan rata-rata 77% pada uji kelompok besar dengan kategori sangat baik. Hal tersebut menunjukkan bahwa multimedia interaktif berbasis android pada materi struktur bumi dan perkembangannya sangat layak digunakan dalam proses pembelajaran.

Kata kunci : *android*, kelayakan, multimedia interaktif, respons peserta didik.

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ABSTRACT

Interactive multimedia is a display designed by a designer so that its appearance can inform messages and have interactivity for its users. Interactive multimedia was developed using Microsoft Power Point applications, i-spring and website 2 apk. This study aims to develop and test the feasibility of android-based interactive multimedia on the material of the earth's structure and its development. The development model used is the ADDIE model (Analyze, Design, Develop, Implement, and Evaluate). The test subjects were class VIII students of SMP Negeri 4 Bangkalan based on the criteria of science subject educators. The test instruments used were media expert validation sheets, material experts, and student response questionnaires. Based on the results of the research conducted, it can be concluded that: (1) The results of interactive multimedia data validity based on media aspects obtained an average of 0.95 with a very valid category and reliability with an average of 98% with a very reliable category while based on material aspects obtained validity with an average of 0.975 with a very valid category and reliability with an average of 98% with a very reliable category, (2) The results of students' responses to interactive multimedia based on android obtained an average of 88% in the one-to-one group test, an average of 85% in the small group test, and an average of 77% in the large group test with a very good category. This shows that Android-based interactive multimedia on the material of the earth's structure and its development is very suitable for use in the learning process.

Kata kunci : *android, feasibility, interactive multimedia, student response*