

Muhammad Fahrudin Nasrullah. 2025. *Pengembangan Multimedia Interaktif Pindra (Panca Indra) Berbasis Smart apps creator Pada Materi Bentuk dan Fungsi Panca Indra Manusia untuk Siswa Kelas IV SDN Jatirejo Lamongan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Bagus Rahmad Wijaya, S.Pd., M.Pd

ABSTRAK

Penelitian ini mengembangkan media berupa multimedia interaktif pindra (panca indra) berbasis *smart apps creator* pada materi bentuk dan fungsi panca indra manusia untuk siswa kelas IV SDN Jatirejo Lamongan. Tujuan penelitian ini adalah untuk mengetahui kevalidan, kepraktisan, dan keefektifan media tersebut. Penelitian ini menggunakan model ADDIE, yakni: Analisis (*Analysis*), Desain (*Design*), Pengembangan (*Development*), Implementasi (*Implementation*), dan Evaluasi (*Evaluation*). Teknik pengumpulan data meliputi wawancara, observasi, angket, dan tes, dan dokumentasi. Berdasarkan hasil penelitian diperoleh bahwa (1). Kevalidan multimedia interaktif pindra memperoleh persentase sebesar 94% sangat valid dari ahli media pembelajaran, 90% sangat valid dari ahli materi pembelajaran, dan 98% sangat valid dari ahli desain pembelajaran. (2). Kepraktisan media pembelajaran dinilai berdasarkan lembar observasi aktivitas guru dan siswa yang dilakukan pada uji coba kelompok kecil dan besar. Pada uji coba kelompok kecil, observasi aktivitas guru memperoleh persentase sebesar 97% sangat praktis dan observasi aktivitas siswa 98% sangat praktis. Pada uji coba kelompok besar, observasi aktivitas guru memperoleh persentase sebesar 98% dan observasi aktivitas siswa 97% sangat praktis. (3). Keefektifan media dinilai berdasarkan angket respon guru dan siswa, serta hasil belajar siswa yang dilakukan pada uji coba kelompok kecil dan besar. Pada uji coba kelompok kecil, angket respon guru memperoleh persentase sebesar 100% sangat efektif dan angket respon siswa 95% sangat efektif, serta hasil belajar klasikal 100% tuntas. Pada uji coba kelompok besar, angket respon guru memperoleh persentase sebesar 100% sangat efektif dan angket respon siswa 95% sangat efektif, serta hasil belajar klasikal 100% tuntas. Berdasarkan hasil penelitian yang diperoleh dapat disimpulkan bahwa multimedia interaktif pindra (Panca Indra) berbasis *smart apps creator* pada materi bentuk dan fungsi panca indra manusia untuk siswa kelas IV SDN Jatirejo Lamongan valid, praktis, dan efektif untuk digunakan dalam pembelajaran.

Kata kunci: ADDIE, Media Pembelajaran, Multimedia Interaktif Pindra, Panca Indra

Muhammad Fahrudin Nasrullah. 2025. *Development of Interactive Multimedia Pindra (Five Senses) Based on Smart apps creator in the Material of Forms and Functions of Human Five Senses for Fourth Grade Students Elementary School of Jatirejo Lamongan*. Undergraduate Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo Madura University. Advisor: Bagus Rahmad Wijaya, S.Pd., M.Pd.

ABSTRACT

This study developed a learning medium in the form of interactive multimedia pindra (five senses) based on smart apps creator for the topic of forms and functions of the human five senses for fourth grade students elementary school of Jatirejo Lamongan. The aim of this research was to determine the validity, practicality, and effectiveness of the media. This study employed the ADDIE model, which consists of Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques included interviews, observations, questionnaires, tests, and documentation. The results of the study showed that: (1) The validity of the interactive multimedia pindra obtained 94% (very valid) from instructional media experts, 90% (very valid) from subject matter experts, and 98% (very valid) from instructional design experts. (2) The practicality of the learning media was assessed based on teacher and student activity observation sheets conducted in small-group and large-group trials. In the small-group trial, teacher activity observation gained 97% (very practical) and student activity observation gained 98% (very practical). In the large-group trial, teacher activity observation reached 98% and student activity observation reached 97% (very practical). (3) The effectiveness of the media was evaluated through teacher and student response questionnaires as well as student learning outcomes in both small-group and large-group trials. In the small-group trial, teacher response questionnaires gained 100% (very effective), student response questionnaires 95% (very effective), and student learning outcomes achieved 100% mastery. In the large-group trial, teacher response questionnaires gained 100% (very effective), student response questionnaires 95% (very effective), and student learning outcomes also achieved 100% mastery. Based on these findings, it can be concluded that the interactive multimedia pindra (five senses) based on smart apps creator for the topic of forms and functions of the human five senses for fourth grade students elementary school of Jatirejo Lamongan is valid, practical, and effective for use in learning.

Keywords: ADDIE, Learning Media, Pindra Interactive Multimedia, five senses