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ABSTRAK

Penelitian pengembangan ini bertujuan menghasilkan multimedia interaktif materi letak Indonesia pada mata pelajaran IPAS kelas V SDN Tanjung Jati 2. Penelitian dilatarbelakangi belum tersedianya media pembelajaran materi letak Indonesia, rendahnya hasil belajar siswa, serta keterbatasan sumber belajar. Penelitian ini bertujuan mengetahui tingkat kevalidan, keefektifan, dan kemenarikan produk yang dikembangkan. Pengembangan menggunakan model ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation, Evaluation*. Teknik pengumpulan data berupa wawancara, observasi, angket, tes, dan dokumentasi. Hasil penelitian menunjukkan validasi ahli media sebesar 92,5%, ahli materi 82,5%, dan ahli desain pembelajaran 87,5%. Keefektifan multimedia berdasarkan hasil belajar siswa yang mencapai 100% pada uji coba kelompok kecil dan besar dengan kategori “tuntas”. Sedangkan observasi aktivitas guru sebesar 95% pada uji coba kelompok kecil dan 100% pada kelompok besar. Hasil observasi aktivitas siswa pada uji coba kelompok kecil sebesar 96,25% dan uji kelompok besar sebesar 99% dengan kategori “sangat efektif”. Kemenarikan berdasarkan hasil angket respon guru sebesar 95% pada uji coba kelompok kecil dan 100% pada kelompok besar. Hasil angket respon siswa pada uji coba kelompok kecil sebesar 95% dan uji kelompok besar sebesar 100% dengan kategori “sangat menarik”. Berdasarkan hasil tersebut, Multimedia Interaktif Letak Indonesia (MIESA) dinyatakan valid, efektif, dan menarik digunakan dalam pembelajaran IPAS.

Kata Kunci: *Google Sites*, IPAS, Multimedia Interaktif

Rinneke Anggraeni Muffidah Sari. 2026. Development of Interactive Multimedia on Indonesia's Geographical Location (MIESA) Assisted by Google Sites in the IPAS Grade V at SDN Tanjung Jati 2. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunodjoyo Madura. Advisor: Dya Qurotul A'yun, S.Pd., M.Pd.

ABSTRACT

This development research aimed to produce interactive multimedia on the topic of Indonesia's geographical location for the Science and Social Studies (IPAS) subject in Grade V at SDN Tanjung Jati 2. The study was motivated by the unavailability of learning media on the topic of Indonesia's geographical location, low student learning outcomes, and limited learning resources. This research aimed to determine the validity, effectiveness, and attractiveness of the developed product. The development used the ADDIE model consisting of the stages of Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques included interviews, observations, questionnaires, tests, and documentation. The research results showed that the media expert validation reached 92.5%, the material expert validation reached 82.5%, and the instructional design expert validation reached 87.5%. The effectiveness of the multimedia was based on student learning outcomes, which achieved 100% completion in both small-group and large-group trials with the category of "complete." Meanwhile, the observation of teacher activities reached 95% in the small-group trial and 100% in the large-group trial. The observation results of student activities reached 96.25% in the small-group trial and 99% in the large-group trial with the category of "highly effective." The attractiveness was based on the teacher response questionnaire results, which reached 95% in the small-group trial and 100% in the large-group trial. The student response questionnaire results reached 95% in the small-group trial and 100% in the large-group trial with the category of "highly attractive." Based on these results, the interactive multimedia on Indonesia's geographical location (MIESA) was declared valid, effective, and attractive for use in IPAS learning.

Keywords: *Google Sites, IPAS, Interactive Multimedia*