

Rima Istiqomah. 2021. *Pengembangan Multimedia Interaktif Cerita Fabel Sebagai Media Pembelajaran Berbasis Android*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Mochammad Ahied, S.Si., M.Si.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan multimedia interaktif berupa aplikasi cerita fabel berbasis android. Jenis penelitian yang digunakan yakni *Development* dengan model pengembangan *Multimedia Development Life Cycle* (MDLC). Penelitian ini diujicobakan kepada siswa 15 siswa kelas VII B di MTs Nurul Iman. Teknik pemilihan sampel menggunakan *purposive sampling*. Pengumpulan data menggunakan teknik wawancara, angket dan dokumentasi. Hasil penelitian dan analisis data menunjukkan bahwa aplikasi cerita fabel berbasis android sangat layak digunakan karena (1) validitas media yang dihasilkan sebesar 93,34% dan reliabilitas sebesar 96,30%, (2) validitas materi sebesar 91,67% dan reliabilitas sebesar 92,96%, (3) validitas angket respon siswa yang dihasilkan sebesar dan reliabilitas sebesar, (4) dan respon siswa setelah menggunakan aplikasi cerita fabel berbasis android sebesar 95,19% dengan kriteria sangat menarik. Simpulan dari penelitian ini yakni pengembangan multimedia interaktif berupa aplikasi cerita fabel berbasis android sangat layak digunakan dan mampu menarik perhatian siswa.

Kata kunci : cerita fabel, respon siswa, kelayakan, aplikasi berbasis android

Rima Istiqomah. 2021. Development of Interactive Multimedia Fable Stories as Android-Based Learning Media. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University Madura. Mentor : Mochammad Ahied, S.Si., M.Si.

ABSTRACT

The purpose of the research is to develop interactive multimedia in the form of an android-based fable story application. The type of research used is Development with the development model Multimedia Development Life Cycle (MDLC). This research was tested on 15 students of class VII B at MTs Nurul Iman. The sample selection technique uses *purposive sampling*. Data collection using interview techniques, questionnaires and documentation. The results of the research and data analysis show that the android-based fable story application is feasible to use because (1) the validity of the media produced is 93.34% and reliability is 96.30%, (2) the validity of student response questionnaire is and reliability is , (2) material validity is 91.67 % and the reliability is 92.96%, (3) and the student response after using the android-based fable story application is 95.19% with interesting criteria. The conclusion of this research is the development of interactive multimedia in the form of an android-based fable story application that is very suitable for use and able to attract the attention of the students.

Keywords: fable stories, student responses, appropriateness, android-based applications