

Nadela Susdiawanti.2021. Pengembangan Multimedia Interaktif Sumber Energi Berbasis Android Tema 9 Subtema 1 Pembelajaran 3 Untuk Siswa Kelas IV SDN Plandaan Jombang. Skripsi, Program Study Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Fachrur Rozie,S.Pd.,M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan produk pengembangan multimedia interaktif sumber energi berbasis android, (2) mengetahui kemenarikan produk pengembangan multimedia interaktif sumber energi berbasis android, (3) mengetahui keefektifan multimedia interaktif sumber energi berbasis android untuk kelas IV. Penelitian pengembangan ini menggunakan model pengembangan Borg and Gall. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kevalidan dari beberapa validasi ahli diantaranya yaitu validasi ahli media pembelajaran sebesar 82%, validasi desain pembelajaran sebesar 90%, validasi materi pembelajaran sebesar 91% dan validasi bahasa sebesar 83% kemudian dihitung dengan rumus rata-rata gabungan dari keempat validator sebesar 86,5%, persentase tersebut tergolong dalam kriteria sangat valid dan dapat digunakan. Kemenarikan media pembelajaran sumber energi berbasis android dapat dilihat dari hasil angket respon siswa sebesar 95% sehingga persentase tersebut tergolong sangat menarik. Keefektifan media pembelajaran multimedia interaktif sumber energi didapatkan dari hasil observasi aktivitas guru sebesar 97%, hasil observasi aktivitas siswa sebesar 96%, dan hasil ketuntasan belajar klasikal sebesar 100% sehingga dapat disimpulkan bahwa media pembelajaran sangat efektif untuk digunakan.

Kata Kunci : Multimedia Interaktif Sumber Energi Berbasis Android, Tema 9 Subtema 1 Pembelajaran 3

Nadela Susdiawanti. 2021. Development of Android-Based Energy Source Interactive Multimedia Theme 9 Sub-theme 1 Learning 3 For Class IV Students at SDN Plandaan Jombang. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor : Fachrur Rozie,S.Pd.,M.Pd.

ABSTRACT

The objectives of this development research are (1) to determine the validity of the android-based interactive multimedia energy source development product, (2) to determine the attractiveness of the android-based interactive multimedia energy source development product, (3) to determine the effectiveness of android-based interactive multimedia energy source for class IV. This development research uses the Borg and Gall development model. Based on the results of the research carried out, the results obtained that the percentage of validity of several expert validations including the validation of learning media experts by 82%, validation of learning designs by 90%, validation of learning materials by 91% and language validation by 83% then calculated by the average formula the combined average of the four validators is 86.5%, this percentage is classified as very valid and can be used. The attractiveness of the android-based energy source learning media can be seen from the results of the student response questionnaire by 95% so that the percentage is classified as very interesting. The effectiveness of the interactive multimedia learning media of energy sources is obtained from the observations of teacher activities by 97%, the results of observations of student activities by 96%, and the results of classical learning completeness by 100% so it can be concluded that the learning media is very effective to use.

Keywords: Android-Based Energy Interactive Multimedia, Theme 9 Sub-theme 1 Learning 3