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ABSTRAK

Penelitian pengembangan yang menghasilkan produk Multimedia Interaktif pada Mata Pelajaran IPAS Materi Sistem Pencernaan Kelas V UPT SDN 290 Gresik ini mengacu pada kendala yang ditemukan saat studi pendahuluan melalui observasi, wawancara dan analisis kebutuhan subjek didik di lapangan. Tujuan penelitian ini yaitu untuk mengetahui kevalidan, keefektifan, dan menariknya produk yang telah dikembangkan. Studi pengembangan ini berpedoman pada model *Four-D* yang terdiri dari empat tahapan: *Define, Design, Development*, dan *Disseminate*. Peserta didik kelas lima UPT SDN 290 Gresik ikut serta dalam penelitian ini sebagai subjek penelitiannya. Didasarkan pada penilaian validator tiap ahli mendapatkan predikat sangat valid dengan presentase nilai masing-masing sebagai berikut, ahli media pembelajaran 90%, ahli materi pembelajaran 95% dan ahli desain pembelajaran 80%. Keefektifan produk di analisis dari hasil evaluasi peserta didik sebesar 100% pada kelompok kecil dan 100% kelompok besar. Diperoleh juga berdasarkan angket respon guru kelompok kecil 90% dan kelompok besar 100%. Sedangkan angket respon peserta didik kelompok kecil dan besar masing-masing mendapatkan presentase 88% dan 94%. Kepraktisan produk dilihat dari pengamatan aktivitas guru kelompok kecil 95% dan kelompok besar 95%. Disamping itu, dilakukan juga pengamatan pada peserta didik kelompok kecil dengan hasil 90% serta kelompok besar 95%. Berdasarkan hasil analisis data yang telah dilakukan, dapat disimpulkan bahwasannya produk yang dikembangkan bisa digunakan dalam pembelajaran karena diakui valid, efektif, dan menarik.

Kata Kunci : Multimedia Interaktif, *Four-D*, Sistem Pencernaan

Muhammad Fajruddin Fatwa. 2024. *Development of Interactive Multimedia in Science and Science Subjects, Class V Digestive System Material*, UPT SDN 290 Gresik. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Bagus Rahmad Wijaya, S.Pd., M.Pd.

ABSTARCT

The development research which resulted in an Interactive Multimedia product in the Science and Science Subject, Class V Digestive System Material, UPT SDN 290 Gresik refers to the obstacles found during a preliminary study through observation, interviews and analysis of the needs of student subjects in the field. The aim of this research is to determine the validity, effectiveness and attractiveness of the product that has been developed. This development study is guided by the Four-D model which consists of four stages: Define, Design, Development, and Disseminate. Fifth grade students at UPT SDN 290 Gresik participated in this research as research subjects. Based on the validator's assessment, each expert received a very valid title with the following percentage scores, 90% for learning media experts, 95% for learning materials experts and 80% for learning design experts. The effectiveness of the product was analyzed from the results of student evaluations of 100% in the small group and 100% in the large group. Also obtained based on the teacher response questionnaire were 90% for small groups and 100% for large groups. Meanwhile, the questionnaire responses from small and large group students received percentages of 88% and 94% respectively. The practicality of the product can be seen from observing teacher activities in small groups 95% and large groups 95%. Apart from that, observations were also carried out on small groups of students with results of 90% and large groups with 95% results. Based on the results of the data analysis that has been carried out, it can be concluded that the product developed can be used in learning because it is recognized as valid, effective and interesting.

Keywords: Interactive Multimedia, Four-D, Digestive System