

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS PENDEKATAN
SAINTIFIK MUATAN IPA MATERI PERKEMBANGBIAKAN
TUMBUHAN DAN HEWAN PADA SISWA KELAS VI SD NEGERI 4
ABIANBASE TAHUN PELAJARAN 2022/2023**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, kualitas produk, dan efektivitas dari multimedia interaktif berbasis pendekatan saintifik muatan IPA materi perkembangbiakan tumbuhan dan hewan pada siswa kelas VI SD Negeri 4 Abianbase tahun pelajaran 2022/2023. Penelitian ini merupakan jenis penelitian pengembangan (*Research and Development*) dengan mengadaptasi model pengembangan ADDIE. Metode pengumpulan data pada penelitian ini menggunakan angket dan tes. Hasil penelitian pengembangan ini berupa: (1) rancang bangun multimedia interaktif berbasis pendekatan saintifik yang melalui tahapan analisis (*analyze*), perancangan (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*); (2) kualitas produk multimedia interaktif diperoleh berdasarkan hasil penilaian ahli rancang bangun dengan persentase sebesar 90,00%, penilaian ahli isi pembelajaran dengan persentase sebesar 91,67%, penilaian ahli desain instruksional dengan persentase sebesar 85,00%, penilaian ahli media pembelajaran dengan persentase sebesar 85,71%, hasil uji coba perorangan dengan persentase sebesar 92,36%, dan hasil uji coba kelompok kecil dengan persentase sebesar 97,92%; (3) berdasarkan hasil analisis tes 1 (*pretest*) dan tes 2 (*posttest*) dengan teknik analisis statistik inferensial (uji-t) untuk sampel berkorelasi memperoleh hasil $t_{hitung} (5,255) > t_{tabel} (2,120)$ untuk $dk=16$ dan taraf signifikansi 5%, maka H_0 ditolak dan H_1 diterima, dapat disimpulkan bahwa multimedia interaktif berbasis pendekatan saintifik efektif digunakan pada pembelajaran muatan IPA materi perkembangbiakan tumbuhan dan hewan pada siswa kelas VI SD Negeri 4 Abianbase tahun pelajaran 2022/2023.

Kata Kunci: multimedia interaktif, pendekatan saintifik, ADDIE.

ABSTRACT

*This study aims to describe the design, product quality, and effectiveness of interactive multimedia based on a scientific approach to natural science content on plant and animal breeding in class VI students at SD Negeri 4 Abianbase in the 2022/2023 academic year. This research is a type of development research (Research and Development) by adapting the ADDIE development model. Data collection methods in this study using questionnaires and tests. The results of this development research are: (1) interactive multimedia design based on a scientific approach that goes through the stages of analysis (analyze), design (development), implementation (implementation), and evaluation (evaluation); (2) the quality of interactive multimedia products is obtained based on the results of the assessment of design experts with a percentage of 90.00%, the assessment of learning content experts with a percentage of 91.67%, the assessment of instructional design experts with a percentage of 85.00%, the assessment of learning media experts with a percentage of 85.71%, individual trial results with a percentage of 92.36%, and small group trial results with a percentage of 97.92%; (3) based on the results of the analysis of test 1 (pretest) and test 2 (posttest) with inferential statistical analysis techniques (*t*-test) for correlated samples obtained $t_{count} (5.255) > t_{table} (2.120)$ for $dk = 16$ and a significance level of 5%, then H_0 is rejected and H_1 is accepted, it can be concluded that interactive multimedia based on a scientific approach is effectively used in learning science content on plant and animal breeding in class VI students at SD Negeri 4 Abianbase in the 2022/2023 academic year.*

Keywords: interactive multimedia, scientific approach, ADDIE.

