

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON  
DIGITAL LITERACY WITH THE TOPIC OF ANIMAL LIFE CYCLE TO  
IMPROVE SCIENCE AND SCIENCE LEARNING OUTCOMES CLASS**

**IV SD NEGERI 2 TANGKAS**

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**ABSTRACT**

This study aims to (1) describe the steps to develop interactive multimedia based on digital literacy to improve learning outcomes in the learning content of science science in grade IV of SD Negeri 2 Tangkas for the 2023/2024 school. (2) to find out the results of media validation (3) to test the response of grade IV students and teachers to the learning media of Digital Literacy-Based Interactive Multimedia Development, and (4) to test the effectiveness of Digital Literacy-Based Interactive Multimedia. This type of research is development research using the ADDIE model which includes analysis, design, development, implementation, and evaluation. The subject of this research trial is Interactive Multimedia Based on Digital Literacy with the ADDIE Model. The data collection method uses a questionnaire. The data analysis techniques used are qualitative and quantitative descriptive analysis. The results of the study were the validation score of the learning design, which was 94% (very good), learning material experts were 94% (very good), and learning media experts were 96.8% (very good). The results of individual tests were 92% (very good), small group trials were 88.88% (Good). The results of the effectiveness test also showed that there was a significant influence between Digital Literacy-Based Interactive Multimedia on the learning outcomes of grade IV students of SD Negeri 2 Tangkas. Based on the results of research that has been carried out, interactive multimedia based on digital literacy with the ADDIE model can improve student learning outcomes.

Keywords: Interactive multimedia, learning outcomes, digital literacy, ADDIE

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS LITERASI  
DIGITAL DENGAN TOPIK DAUR HIDUP HEWAN UNTUK  
MENINGKATKAN HASIL BELAJAR IPAS KELAS IV  
SD NEGERI 2 TANGKAS**

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**ABSTRAK**

Penelitian ini bertujuan untuk (1) mendeskripsikan langkah-langkah pengembangan multimedia interaktif berbasis literasi digital untuk meningkatkan hasil belajar pada muatan pembelajaran IPAS di kelas IV SD Negeri 2 Tangkas ajaran 2023/2024. (2) mengetahui hasil validasi media (3) menguji respon peserta didik kelas IV dan guru terhadap media pembelajaran Pengembangan Multimedia Interaktif Berbasis Literasi Digital, dan (4) menguji efektifitas Multimedia Interaktif Berbasis Literasi Digital. Jenis penelitian ini yaitu penelitian pengembangan dengan menggunakan model ADDIE yang meliputi analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek uji coba penelitian ini adalah Multimedia Interaktif Berbasis Literasi Digital dengan Model ADDIE. Metode pengumpulan data menggunakan kuesioner. Teknik analisis data yang digunakan yaitu analisis deskriptif kualitatif dan kuantitatif. Hasil penelitian yaitu skor validasi dari desain pembelajaran, yaitu 94% (sangat baik), ahli materi pembelajaran yaitu 94% (sangat baik), ahli media pembelajaran yaitu 96,8% (sangat baik). Hasil uji perorangan 92% (sangat baik) uji coba kelompok kecil 88,88 % (Baik). Hasil uji efektifitas juga menunjukkan terdapat pengaruh yang signifikan antara Multimedia Interaktif Berbasis Literasi Digital terhadap hasil belajar siswa siswa kelas IV SD Negeri 2 Tangkas. Berdasarkan hasil penelitian yang telah dilakukan bahwa multimedia interaktif berbasis literasi digital dengan model ADDIE dapat meningkatkan hasil belajar siswa.

Kata-kata kunci: multimedia interaktif, hasil belajar, literasi digital, *ADDIE*