

**DEVELOPMENT OF THE "GO PLANET" APPLICATION AS AN  
INTERACTIVE LEARNING MEDIA IN SUBJECT SUBJECTS  
SCIENCE FOR CLASS VI STUDENTS IN PRIMARY SCHOOLS**

**By**

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**ABSTRACT**

The aim of this research is to create interactive learning media for the Go Planet application to improve the learning outcomes of sixth grade elementary school students. This research is research using the ADDIE development model. This research data was collected using questionnaire instruments and objective tests. Media validity data involves media and material experts. Media practicality data comes from sixth grade elementary school students and teachers. Test the effectiveness of the product with a one group pretest posttest design with a total of 25 grade VI students at SD Negeri 1 Baktiseraga. The results of research on interactive learning media for the Go Planet application to improve student learning outcomes regarding solar system material in science and science learning for class VI elementary school, stated that (1) it is valid in terms of various aspects of the Go Planet application; (2) practical based on the perspectives of two teachers and 25 students; (3) effective in improving student learning outcomes regarding solar system material in science and science learning for class VI elementary school. From the results above, it can be concluded that the interactive learning media Go Planet application to improve the learning outcomes of class VI elementary school students which has been developed is suitable for use when learning in class.

Keywords: Learning Media, Interactive, Application, *Go Planet*.

**PENGEMBANGAN APLIKASI "GO PLANET" SEBAGAI MEDIA  
PEMBELAJARAN INTERAKTIF DALAM MATA PELAJARAN  
IPAS UNTUK SISWA KELAS VI DI SEKOLAH DASAR**

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**ABSTRAK**

Tujuan penelitian ini yaitu menciptakan media pembelajaran interaktif aplikasi Go Planet guna meningkatkan hasil belajar siswa kelas VI SD. Penelitian ini merupakan penelitian dengan model pengembangan ADDIE. Pengambilan data penelitian ini menggunakan instrumen kuisioner serta tes objektif. Data validitas media melibatkan ahli media serta materi. Data kepraktisan media berasal dari siswa kelas VI SD dan guru. Uji efektivitas produk dengan desain one group pretest posttest dengan total 25 orang siswa kelas VI di SD Negeri 1 Baktiseraga. Hasil penelitian media pembelajaran interaktif aplikasi Go Planet guna meningkatkan hasil belajar siswa terhadap materi sistem tata surya dalam pembelajaran IPAS kelas VI SD, dinyatakan (1) valid ditinjau pada berbagai aspek pada aplikasi Go Planet; (2) praktis berdasarkan perspektif dua guru dan 25 orang siswa; (3) efektif dalam meningkatkan hasil belajar siswa terhadap materi sistem tata surya dalam pembelajaran IPAS kelas VI SD. Dari hasil diatas, dapat disimpulkan bahwasannya media pembelajaran interaktif aplikasi Go Planet guna meningkatkan hasil belajar siswa kelas VI SD yang sudah dikembangkan, layak dipergunakan ketika pembelajaran di kelas.

Kata kunci: Media Pembelajaran, Interaktif, Aplikasi, *Go Planet*.