ABSTRAK

Nata, I Kadek Wisnu (2024)**,** *Pengembangan Media Pembelajaran Multimedia Interaktif Berbasis HTML5 Untuk Meningkatkan Hasil Belajar Siklus Air.* Tesis. Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata Kunci :*Multimedia Interaktif,* HTML5*, Siklus Air.*

Tujuan penelitian ini adalah menghasilkan media pembelajaran berupa Pengembangan multimedia interaktif berbasis HTML5 (*Hyper Text Markup Language 5*) untuk meningkatkan hasil belajar siklus air untuk meningkatkan hasil belajar IPAS peserta didik kelas V SD yang valid, praktis dan efektif. Penelitian ini menggunakan model pengembangan ADDIE melalui tahap analisis, perencanaan, pengembangan, implementasi dan evaluasi. Uji validitas materi dan media menggunakan instrumen *Learning Object Review Instrument* (LORI). Uji kepraktisan dilakukan menggunakan instrumen *User Experience Questionnare* (UEQ). Pengujian efektivitas dilakukan melalui pre-eksperimental dengan desain *one group pre-test Post-test*. Data hasil belajar IPAS dikumpulkan dengan tes dan dianalisis dengan uji-t satu ekor (*one tailed t-test*). Penelitian ini sudah menghasilkan multimedia interaktif berbasis HTML5 yang dapat diakses pada *link* bit.ly/wnmedia1. multimedia interaktif memuat materi yang beragam gambar, animasi, video, dan kuis interaktif. Hasil penelitian menyatakan bahwa: (1) validitas isi instrumen melalui ahli materi 97,5% dan validitas ahli media 98%; (2) Hasil uji kepraktisan pada aspek daya tarik, kejelasan, efisiensi, stimulasi, ketepatan dan kebaruan memperoleh nilai rata-rata 2,27 dengan kategori sangat baik, sehingga multimedia interaktif berbasis HTML5 dapat dinyatakan praktis; (3) Hasil uji hipotesis menggunakan uji-t satu ekor untuk uji efektivitas mendapatkan hasil t-hitung 38,36 lebih besar dari t-Tabel 2,067, artinya terdapat peningkatan hasil belajar IPAS peserta didik kelas V SD menggunakan multimedia interaktif berbasis HTML5 materi siklus air. Berdasarkan hasil tersebut, dapat disimpulkan bahwa multimedia interaktif berbasis HTML5 yang dikembangkan valid, praktis, dan efektif dalam meningkatkan hasil belajar peserta didik pada materi siklus air, sehingga layak digunakan dalam pembelajaran.

ABSTRACT

I Kadek Wisnu Nata (2024), Development of HTML5-based Interactive Multimedia Learning Media to Improve Water Cycle Learning Outcomes.
Thesis. Elementary Education, Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by the first supervisor: Prof. Dr. I Made Ardana, M.Pd., and Supervisor II: Prof. Dr. I Nyoman Jampel, M.Pd.

Keywords: Interactive Multimedia, HTML5, Water Cycle.

The purpose of this study was to produce learning media in the form of HTML5-based interactive multimedia development (Hyper Text Markup Language 5) to improve the learning outcomes of the water cycle to improve the learning outcomes of IPAS class V elementary school students who are valid, practical and effective. This research uses the ADDIE development model through the stages of analysis, planning, development, implementation and evaluation. Material and media validity test using Learning Object Review Instrument (LORI) instrument. Practicality test was conducted using User Experience Questionnare (UEQ) instrument. Effectiveness testing was carried out through pre-experimental with a one group pre-test Post-test design. IPAS learning outcomes data were collected by test and analyzed by one tailed t-test. This research has produced HTML5-based interactive multimedia that can be accessed at the link bit.ly/wnmedia1. Interactive multimedia contains material that is a variety of images, animations, videos, and interactive quizzes. The results of the study stated that: (1) the validity of the instrument content through material experts is 97.5% and the validity of media experts is 98%; (2) The results of the practicality test on the aspects of attractiveness, clarity, efficiency, stimulation, accuracy and novelty obtained an average value of 2.27 with a very good category, so that HTML5-based interactive multimedia can be declared practical; (3) The results of hypothesis testing using a one-tailed t-test for the effectiveness test obtained a t-count of 38.364221 greater than the t-table of 2.069, meaning that there was an increase in IPAS learning outcomes of grade V elementary school students using HTML5-based interactive multimedia on water cycle material. Based on these results, it can be concluded that the HTML5-based interactive multimedia developed is valid, practical, and effective in improving student learning outcomes on water cycle material, so it is suitable for use in learning.

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