

**PENGEMBANGAN MULTIMEDIA INTERAKTIF
“POROGAPIT MATH” BERBASIS BAR DIAGRAM PADA
MUATAN MATEMATIKA MATERI PEMBAGIAN
BERSUSUN DI KELAS III SD NO. 2 KUTUH TAHUN
PELAJARAN 2024/2025.**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk (1) Mendeskripsikan rancang bangun dari pengembangan multimedia interaktif “Porogapit Math” berbasis *bar diagram*, (2) Mengetahui kelayakan multimedia interaktif “Porogapit Math” berbasis *bar diagram*, (3) Mengetahui efektivitas dari multimedia interaktif “Porogapit Math” berbasis *bar diagram* bagi peserta didik kelas III SD No. 2 Kutuh. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE. Metode pengumpulan data yang digunakan adalah observasi, wawancara, kuesioner, dan tes. Analisis data yang digunakan adalah analisis deskriptif kuantitatif dan analisis statistik inferensial. Hasil penelitian (1) Rancang bangun multimedia interaktif “Porogapit Math” berbasis *bar diagram* berbentuk media elektronik yang dikembangkan dengan model ADDIE, (2) Multimedia interaktif “Porogapit Math” berbasis *bar diagram* dinyatakan layak berdasarkan hasil review ahli isi mata pelajaran dengan persentase sebesar 92,86% (sangat baik), hasil review ahli desain instruksional dengan persentase sebesar 95% (sangat baik), hasil review ahli media pembelajaran dengan persentase sebesar 92,5% (sangat baik), hasil uji coba perorangan dengan persentase sebesar 97,5% (sangat baik) dan hasil uji coba kelompok kecil dengan persentase sebesar 96,6% (sangat baik). (3) Berdasarkan hasil uji-t diperoleh nilai $t_{hitung} = 2,287$ Sedangkan t_{tabel} dengan $dk = (n - 1) = 27$ pada taraf signifikan 5% adalah 2,052 sehingga $t_{hitung} > t_{tabel}$ yang berarti H_0 ditolak dan H_1 diterima. Sehingga dapat disimpulkan bahwa multimedia interaktif “Porogapit Math” berbasis *bar diagram* efektif diterapkan pada materi pembagian di kelas III SD No. 2 Kutuh.

Kata Kunci: Pengembangan, Multimedia Interaktif, Bar Diagram.

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA “POROGAPIT
MATH” BASED ON BAR DIAGRAM ON MATHEMATICAL CONTENT OF
COMPOSITE DIVISION IN GRADE III OF SD NO. 2 KUTUH IN THE
2024/2025 ACADEMIC YEAR.**

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ABSTRACT

This study aims to (1) Describe the design of the development of interactive multimedia “Porogapit Math” based on bar diagrams, (2) Determine the feasibility of interactive multimedia “Porogapit Math” based on bar diagrams, (3) Determine the effectiveness of interactive multimedia “Porogapit Math” based on bar diagrams for students of grade III of SD No. 2 Kutuh. This study is a development research with the ADDIE model. The data collection methods used are observation, interviews, questionnaires, and tests. The data analysis used is quantitative descriptive analysis and inferential statistical analysis. The results of the study (1) The design of interactive multimedia “Porogapit Math” based on bar diagrams in the form of electronic media developed with the ADDIE model, (2) Interactive multimedia “Porogapit Math” based on bar diagrams is declared feasible based on the results of the review of subject content experts with a percentage of 92.86% (very good), the results of the review of instructional design experts with a percentage of 95% (very good), the results of the review of learning media experts with a percentage of 92.5% (very good), the results of individual trials with a percentage of 97.5% (very good) and the results of small group trials with a percentage of 96.6% (very good). (3) Based on the results of the t-test, the t-value is obtained = 2.287. While t-table with $dk = (n - 1) = 27$ at a significance level of 5% is 2.052 so that $t\text{-count} > t\text{-table}$ which means H_0 is rejected and H_1 is accepted. So it can be concluded that the interactive multimedia “Porogapit Math” based on bar diagrams is effectively applied to division material in class III of SD No. 2 Kutuh.

Keywords: Development, Interactive Multimedia, Bar Diagram.