

**PENGEMBANGAN MEDIA INTERAKTIF SIPENA BERBASIS *SMART*
APPS CREATOR UNTUK MENINGKATKAN MOTIVASI BELAJAR
SISWA PADA MUATAN IPAS KELAS V SD
SEKOLAH DASAR**

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ABSTRAK

Pengembangan dilaksanakan untuk menanggulangi rendahnya motivasi belajar peserta didik kelas V yang dipicu oleh minimnya pemanfaatan media interaktif. Penelitian bertujuan untuk: (1) memaparkan proses perancangan dan pengembangan produk; (2) menganalisis tingkat validitas; (3) mengkaji kepraktisan; serta (4) menguji efektivitas media. Penelitian ini menerapkan metode *Research and Development* dan menggunakan desain *One Group Pretest-Posttest* yang merujuk pada model pengembangan ADDIE. Subjek dalam penelitian adalah media interaktif Sipena, sedangkan subjek uji coba yaitu 17 orang siswa kelas V. Objek penelitian mencakup aspek validitas, kepraktisan, dan efektivitas media interaktif Sipena. Pengumpulan data meliputi observasi, wawancara, serta penyebaran kuesioner. Data yang didapatkan melalui analisis deskriptif kualitatif dan kuantitatif. Hasil dari penelitian menunjukkan bahwa (1) penelitian berhasil menciptakan media pembelajaran interaktif Sipena berbasis *Smart Apps Creator* pada topik sistem pernapasan manusia; (2) hasil uji validitas materi mendapat skor rata-rata 4,7 dengan kualifikasi sangat baik, sedangkan validitas media mendapat skor rata-rata 4,6 dengan kualifikasi sangat baik; (3) penilaian kepraktisan dari praktisi guru mendapat skor rata-rata 4,67 dan oleh peserta didik sebesar 4,98 dengan kategori sangat baik; dan (4) hasil uji efektivitas menunjukkan nilai signifikansi (2-tailed) kurang dari 0,05, maka H1 diterima dan H0 ditolak, artinya media interaktif Sipena berbasis *Smart Apps Creator* efektif untuk meningkatkan motivasi belajar siswa. Berdasarkan penelitian tersebut, penggunaan media pembelajaran interaktif mampu menghadirkan proses belajar yang lebih menarik, partisipatif, dan inovatif, dan berdampak pada peningkatan motivasi belajar siswa.

Kata-kata kunci: media interaktif, *smart apps creator*, IPAS, motivasi belajar.

DEVELOPMENT OF SIPENA INTERACTIVE MEDIA BASED ON SMART APPS CREATOR TO IMPROVE STUDENTS' LEARNING MOTIVATION IN IPAS FOR FIFTH-GRADE ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

Development research conducted to address the problem of low learning motivation among fifth-grade students, which was caused by the limited use of interactive and innovative learning media. The study aimed to: (1) describe the process of designing and developing the product; (2) analyze its validity; (3) examine its practicality; and (4) test its effectiveness. The research employed a Research and Development (R&D) method using a One Group Pretest–Posttest design based on the ADDIE development model. The subject of this study was the Sipena interactive learning media, while the trial participants consisted of 17 fifth-grade students. The research focused on the validity, practicality, and effectiveness aspects of the Sipena interactive media. Data were collected through observation, interviews, and questionnaires, and analyzed using both qualitative and quantitative descriptive techniques. The findings indicated that: (1) the study successfully produced the Sipena interactive media based on Smart Apps Creator for the human respiratory system topic; (2) the material validity test obtained an average score of 4.7 categorized as very good, while the media validity test obtained an average score of 4.6 also categorized as very good; (3) practicality assessment resulted in an average score of 4.67 from teachers and 4.98 from students, both classified as very good; and (4) the effectiveness test showed a significance value (2-tailed) of less than 0.05, indicating that H_1 was accepted and H_0 was rejected, meaning the Sipena interactive media based on Smart Apps Creator was effective in improving students' learning motivation. Based on these results, it can be concluded that the use of interactive learning media can create a more engaging, participatory, and innovative learning environment, which positively contributes to increasing students' learning motivation.

Key words: *interactive media, smart apps creator, IPAS, learning motivation.*