**PENGEMBANGAN MULTIMEDIA TRISULOGI BERBANTUAN *GUIDED DISCOVERY* MATERI BANGUN DATAR SEGITIGA KELAS V DI SD NEGERI 4 MENGWI**

**Oleh**

**Ni Made Ratih Ayuningrum**

**NIM 2211031089**

**Jurusan Pendidikan Dasar**

## ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya pemahaman konseptual dan minat belajar peserta didik kelas V pada materi keliling dan luas segitiga yang dipicu oleh sifat materi yang abstrak serta minimnya penggunaan media pembelajaran interaktif. Penelitian ini bertujuan untuk (1) mengetahui rancang bangun multimedia Trisulogi berbantuan *guided discovery* pada materi bangun datar segitiga bagi peserta didik kelas V, (2) mengetahui kelayakan multimedia Trisulogi berbantuan *guided discovery* pada materi bangun datar segitiga bagi peserta didik kelas V, (3). mengetahui efektivitas multimedia Trisulogi berbantuan *guided discovery* pada materi bangun datar segitiga bagi peserta didik kelas V. Jenis penelitian yang digunakan adalah penelitian dan pengembangan (*Research and Development*) dengan menggunakan teknik analisis data deskriptif kualitatif dan kuantitatif. Subjek penelitian terdiri atas 25 peserta didik kelas V. Rancang bangun pada penelitian ini adalah media pembelajaran digital berupa multimedia yang memuat tujuan pembelajaran, materi ajar, kuis interaktif serta dikembangkan dengan model ADDIE (*Annalyze, Design, Development, Implementation, Evaluation*). Hasil uji validitas ahli rancang bangun memperoleh presentase skor 95%. Hasil validasi menunjukkan persentase kelayakan ahli isi/materi 95%, ahli desain pembelajaran 96,2%, dan ahli media 96,2%. Uji coba perorangan memperoleh rata-rata 94,6% dan uji kelompok kecil 97,1%. Sehingga dapat disimpulkan bahwa multimedia Trisulogi layak untuk digunakan. Hasil uji efektivitas memperoleh $t_{hitung}$ (3,203) dan $t_{tabel}$ pada taraf signifikansi 5% dengan dk = (n-1) = (25-1) = 24 adalah (1,7109), sehingga $t_{hitung}$ (3,203) > $t_{tabel}$ (1,7109). Hasil pengujian tersebut menyatakan bahwa rerata hasil *post-test* peserta didik kelas V lebih dari BSKAP (89,2 > 86). Maka dapat disimpulkan bahwa produk multimedia Trisulogi berbantuan *guided discovery* efektif diterapkan dalam kegitan pembelajaran matematika materi bangun datar segitiga kelas V di SD Negeri 4 Mengwi.

Kata kunci: multimedia Trisulogi, guided discovery, matematika, bangun datar segitiga, sekolah dasar

# ABSTRACT

*This study is motivated by the low conceptual understanding and learning interest of 5th-grade students regarding the topic of triangle perimeter and area, which is triggered by the abstract nature of the subject matter and the minimal use of interactive learning media. This study aims to: (1) determine the design of the Trisulogi multimedia assisted by guided discovery for 5th-grade students on the topic of triangles; (2) determine the feasibility of the Trisulogi multimedia for 5th-grade students on the same topic; and (3) determine the effectiveness of the Trisulogi multimedia for 5th-grade students on the same topic. The research uses the Research and Development (R&D) method, employing descriptive qualitative and quantitative data analysis techniques. The research subjects consisted of 25 5th-grade students. The design of this study is digital learning media in the form of multimedia containing learning objectives, teaching materials, and interactive quizzes, developed using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The design expert validity test obtained a percentage score of 95%. Validation results showed feasibility percentages of 95% from content/material experts, 96.2% from learning design experts, and 96.2% from media experts. Individual trials obtained an average score of 94.6%, and small group trials obtained 97.1%. Thus, it can be concluded that the Trisulogi multimedia is feasible for use. The effectiveness test results obtained* $t_{calculated}$ *= (3,203) and the* $t_{table}$ *at a 5% significance level with df = (n-1) = (25-1) = 24 was (1.7109), resulting in* $t_{calculated}$ *(3.203) >* $t_{table}$ *(1.7109). These test results indicate that the mean post-test score of the 5th-grade students is higher than the BSKAP (89.2 > 86). Therefore, it can be concluded that the Trisulogi multimedia product assisted by guided discovery is effectively applied in mathematics learning activities on the topic of triangles for 5th-grade students at SD Negeri 4 Mengwi.*



*Keywords: Trisulogi multimedia, guided discovery, mathematics education, triangle geometry, elementary school*