

**PENGEMBANGAN MEDIA *INGLISH FUN* BERBANTUAN *SMART APPS*  
*CREATOR* UNTUK MENINGKATKAN PEMAHAMAN *PRESENT*  
*CONTINUOUS TENSE* BAGI PESERTA DIDIK KELAS IV SD ANA  
PUTRA**

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**ABSTRAK**

Riset pengembangan ini diorientasikan guna mencapai empat sasaran utama, meliputi: (1) mengetahui rancang bangun *media InGlish Fun* berbantuan *Smart Apps Creator* yang dapat membantu peserta didik kelas IV SD dalam memahami materi *Present Continuous Tense*, (2) mengetahui validitas *media InGlish Fun* berbantuan *Smart Apps Creator* yang dikembangkan dalam pembelajaran Bahasa Inggris di kelas IV SD, (3) mengetahui kepraktisan penggunaan *media InGlish Fun* berbantuan *Smart Apps Creator* oleh guru dan peserta didik dalam proses pembelajaran Bahasa Inggris di kelas IV SD, dan (4) mengetahui efektivitas *media InGlish Fun* berbantuan *Smart Apps Creator* dalam meningkatkan pemahaman peserta didik kelas IV SD pada materi *Present Continuous Tense*. Pendekatan yang diimplementasikan berpedoman pada metode *Research and Development (R&D)* melalui adopsi kerangka kerja model *ADDIE*, yang dieksekusi secara sistematis lewat fase analisis, perancangan, pengembangan, implementasi, hingga evaluasi. Metode pengumpulan data menggunakan kuesioner dan tes esai. Hasil penelitian ini menemukan bahwa: (a) *media InGlish Fun* berbantuan *Smart Apps Creator* berupa media digital yang berisi materi, video, dan game *What Are You Doing?* Khususnya mengenai *Present Continuous Tense*, (b) penilaian menurut ahli rancang bangun setelah diberikan tanggapan memperoleh presentasi skor 95% dengan kategori sangat valid; (c) penilaian validitas meliputi ahli isi/materi pelajaran memperoleh presentasi skor 100% dengan kategori sangat valid, ahli desain instruksional memperoleh presentasi skor 94,64% dengan kategori sangat valid, ahli media memperoleh presentasi skor 94,3% dengan kategori sangat valid, penilaian uji perorangan memperoleh presentasi skor 100% dengan kategori sangat valid, penilaian uji coba kelompok kecil memperoleh presentasi skor 100% dengan kategori sangat valid; (d) Penilaian Kepraktisan oleh guru memperoleh presentasi skor 97,5% dengan kategori sangat praktis.; (e) Melalui pengujian efektivitas terhadap sampel 30 siswa, diperoleh temuan nilai koefisien t-hitung mencapai 22,521. Jika dikomparasikan dengan t-tabel pada  $dk=29$  dan tingkat kekeliruan 5% (2,045), maka didapatkan t-hitung yang melampaui batas t-tabel. Konsekuensinya, terdapat penolakan pada  $H_0$  dan penerimaan terhadap  $H_1$ .

**Kata Kunci:** *Media InGlish Fun, Smart Apps Creator, Present Continuous Tense*

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**ABSTRACT**

This development research is oriented to achieve four main objectives, including: (1) knowing the design of InGlish Fun media assisted by Smart Apps Creator that can help fourth grade elementary school students in understanding Present Continuous Tense material, (2) knowing the validity of InGlish Fun media assisted by Smart Apps Creator developed in English learning in fourth grade elementary school, (3) knowing the practicality of using InGlish Fun media assisted by Smart Apps Creator by teachers and students in the English learning process in fourth grade elementary school, and (4) knowing the effectiveness of InGlish Fun media assisted by Smart Apps Creator in improving fourth grade elementary school students' understanding of Present Continuous Tense material. The implemented approach is guided by the Research and Development (R&D) method through the adoption of the ADDIE model framework, which is executed systematically through the analysis, design, development, implementation, and evaluation phases. The data collection method uses questionnaires and essay tests. The results of this study found that: (a) InGlish Fun media assisted by Smart Apps Creator is a digital media containing materials, videos, and games What Are You Doing? Specifically regarding Present Continuous Tense, (b) the assessment according to the design expert after being given a response obtained a score presentation of 95% with a very valid category; (c) the validity assessment includes the content/subject matter expert obtaining a score presentation of 100% with a very valid category, the instructional design expert obtaining a score presentation of 94.64% with a very valid category, the media expert obtaining a score presentation of 94.3% with a very valid category, the individual test assessment obtaining a score presentation of 100% with a very valid category, the small group trial assessment obtaining a score presentation of 100% with a very valid category; (d) Practicality Assessment by the teacher obtained a score presentation of 97.5% with a very practical category; (e) Through effectiveness testing on a sample of 30 students, the findings of the t-count coefficient value reached 22.521. If compared with the t-table at  $dk = 29$  and an error rate of 5% (2.045), the t-count was obtained which exceeded the t-table limit. Consequently, there was a rejection of  $H_0$  and acceptance of  $H_1$ .

**Kata Kunci:** *InGlish Fun Media, Smart Apps Creator, Present Continuous Tense*