

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
INFORMATION AND COMMUNICATION TECHNOLOGY UNTUK
MENINGKATKAN MOTIVASI BELAJAR SISWA PADA MATA
PELAJARAN IPA SISWA KELAS V SD**

**Oleh
Ni Kadek Ari Nadyawati, NIM 2211031526**

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian pengembangan ini bertujuan untuk (1) mengetahui rancang bangun media pembelajaran interaktif berbasis *ICT* untuk meningkatkan motivasi belajar, (2) mengetahui validitas media pembelajaran berbasis *ICT*, serta (3) mengetahui efektivitas media pembelajaran Interaktif Berbasis *ICT* untuk meningkatkan motivasi belajar. Penelitian ini merupakan penelitian pengembangan dengan model ADDIE yang melibatkan siswa kelas V SD Negeri 5 Penatih. Data dikumpulkan melalui observasi, wawancara, angket, rubrik dan dokumentasi. Hasil penelitian menunjukkan bahwa; (1) rancang bangun media pembelajaran interaktif berbasis *Information and Communication Technology* yang dikembangkan berupa multimedia digital memperoleh penilaian ahli sebesar 91,08% (sangat baik). (2) Validitas produk berada pada kualifikasi sangat baik, berdasarkan hasil validasi ahli materi (98,34%), ahli desain instruksional (97,5%), ahli media pembelajaran (98,75%), uji coba perorangan (96,2%), dan uji kelompok kecil (95,4%). (3) Hasil uji efektivitas menunjukkan rata-rata motivasi belajar siswa saat *pre-test* sejumlah 52,06 serta *post-test* sejumlah 87,10, sehingga nilai $t\text{-hitung} = 12,21 > t\text{-tabel} = 1,697$. Dengan demikian, media pembelajaran interaktif berbasis *Information and Communication Technology* dinyatakan efektif untuk meningkatkan motivasi belajar siswa pada mata pelajaran IPA siswa kelas V SD.

Kata kunci: Media Pembelajaran Interaktif, Information and Communication Technology, Motivasi Belajar, IPA.

ABSTRACT

This development research aimed to (1) determine the design of an ICT-based interactive learning medium intended to enhance learning motivation, (2) assess the validity of the ICT-based learning medium, and (3) evaluate the effectiveness of the ICT-based interactive learning medium in increasing learning motivation. This study employed the ADDIE development model and involved fifth-grade students from SD Negeri 5 Penatih. Data were collected through observation, interviews, questionnaires, rubrics, and documentation. The research results indicate that: (1) the design of the ICT-based interactive learning medium—developed as digital multimedia—received an expert rating of 91.08% (excellent). (2) The product's validity was rated as excellent, based on validation results from subject matter experts (98.34%), instructional design experts (97.5%), and learning media experts (98.75%), as well as results from individual trials (96.2%) and small-group trials (95.4%). (3) Effectiveness test results showed an average student learning motivation score of 52.06 in the pre-test and 87.10 in the post-test, resulting in a calculated t -value of 12.21, which exceeds the t -table value of 1.697. Thus, the ICT-based interactive learning medium is deemed effective for enhancing the learning motivation of fifth-grade elementary school students in Science.

Keywords: *Interactive Learning Media, Information and Communication Technology (ICT), Learning Motivation, Science.*

