ABSTRACT

ADITYA ARGI SARAGIH. "Development of Android-Based Interactive Learning Media for Class II Students Theme 5 Sub Theme 2 Public Elementary School 106810 Sampali T.A 2022/2023"

This study aims to (1) find out the feasibility of android-based Thematic learning media through interactive games for class II students to T.A. 2022/2023. (2) to determine the effectiveness of Android-based thematic learning media through interactive games for class II students at SDN 106810 to T.A. 2022/2023. (3) To find out the practicality of interactive game-based Thematic learning media for class II students at SDN 106810 Sampali T.A. 2022/2023. This type of research uses Research and Development (R&D) with the ADDIE development model. Data collection techniques in this study used observation, interviews, questionnaires and tests. Product eligibility is determined on the results of the assessment of material experts and media experts. The practicality of the product is determined by the results of the teacher's assessment. Product effectiveness is measured from student learning outcomes through pretest and posttest test instruments. The results of the research show the feasibility level of the media and materials. The material expert's assessment gave a score of 96 with a presentation of 96% in the "very appropriate" category and the media expert's assessment gave a score of 90 with a presentation of 90% in the "very feasible" category. Student learning outcomes before (pre test) and after (post test) using game learning media Android-based interactive using a wordwall has increased from 53.40 to 76.20, with an N-Gain test result of 0.56 with a presentation of 56% with the criteria of "effective" while the level of practicality of interactive learning media through the development of wordwall media is determined by educators with a score of 92 with a percentage of 92% in the "very practical" category. And it can be concluded that the development of interactive game learning media using wordwalls is feasible to use and can improve student learning outcomes in class II SDN 106810 Sampali.

Keywords: Media, Wordwall, Learning Outcomes

ABSTRAK

ADITYA ARGI SARAGIH. "Pengembangan Media Pembelajaran Interaktif Berbasis Android Pada Siswa Kelas II Tema 5 Sub Tema 2 Sd Negeri 106810 Sampali T.A 2022/2023"

Penelitian ini bertujuan untuk (1) mengetahui kelyakan media pembelajaran Tematik berbasis android melalui game interaktif untuk siswa kelas II sampali T.A. 2022/2023. (2) untuk mengetahui keefektifan media pembelajaran tematik berbasis android melalui game interaktif untuk siswa kelas II SDN 106810 sampali T.A. 2022/2023. (3) Untuk mengetahui kepraktisan media pembelajaran Tematik berbasis game interaktif untuk siswa kelas II SDN 106810 Sampali T.A. 2022/2023. Jenis Penelitian ini menggunakan Reasearch and development (R&D) dengan model pengembangan ADDIE.Teknik pengumpulan data dalam penelitian ini menggunakan observasi, wawancara, angket dan tes. Kelayakan produk ditentukan pada hasil penilaian ahli materi dan ahli media.Kepraktisan produk ditentukan pada hasil penilaian pendidik. Keefektifan produk diukur dari hasil belajar siswa melalui instrument tes *pretest* dan *post test*. Hasil penelitian menunjukkan tingkat kelayakan media dan materi. Penilaian ahli materi memberikan skor 96 dengan presentasi 96% masuk kategori "sangat layak" dan penilaian ahli media memberikan skor 90 dengan presentasi 90% kategori "sangat layak" Hasil belajar siswa sebelum (*pretest*) dan sesudah (*posttest*) menggunakan media pembelajaran game interaktif berbasis android menggunakan *wordwall* mengalami peningkatan dai 53,40 menjadi 76,20, dengan hasil uji N-Gain score 0,56 dengan presentasi 56% dengan kriteria "efektif" sedangkan tingkat kepraktisan media pembelajaran interaktif melalui pengembangan media *wordwall*di tentukan oleh tenaga pendidik dengan skor 92 dengan persentasi 92% kategori "sangat praktis".Dan dapat disimpulkan bahwa pengembangan media pembelajaran game interaktifmenggunakan *wordwall* layak digunakan dan dapat meningkatkan hasil belajarsiswadikelasIISDN 106810 Sampali.

KataKunci: Media, *Wordwall*, HasilBelajar