

ABSTRAK

YANA FAUDHANI. Pengembangan Media Pembelajaran Interaktif Berbasis *Ispring Suite* pada Pembelajaran Tematik di Kelas III SDIT Hj. Fauziah Binjai Timur T.A. 2022/2023. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2023.

Penelitian dilaksanakan dengan tujuan untuk menghasilkan media pembelajaran interaktif berbasis *Ispring Suite* yang valid, praktis, dan efektif pada pembelajaran tematik di kelas III SDIT Hj. Fauziah Binjai Timur T.A 2022/2023. Permasalahan awal yang terjadi adalah belum pernah adanya media pembelajaran interaktif berbasis *Ispring Suite* yang dikembangkan sehingga berdampak terhadap minat belajar siswa kelas III-A SDIT Hj. Fauziah Binjai Timur. Jenis penelitian yang digunakan adalah Penelitian dan Pengembangan (*Research and Development*) dengan model pengembangan ADDIE yaitu terdiri dari *Analysis* (analisis), *Design* (desain), *Development* (pengembangan), *Implementation* (Implementasi), dan *Evaluation* (Evaluasi). Subjek penelitian ini adalah siswa kelas III-A SDIT Hj. Fauziah Binjai Timur yang berjumlah 28 siswa. Teknik pengumpulan data dilakukan dengan wawancara, angket, dan tes. Instrument penelitian yang digunakan yaitu: pedoman wawancara, angket validasi ahli desain materi, ahli desain media, ahli praktisi pendidikan, dan tes. Teknik analisis data yang digunakan yaitu kualitatif dan kuantitatif. Data Kualitatif diperoleh dari hasil wawancara, tanggapan dan saran dari validator materi, desain media, dan guru. Sedangkan data kuantitatif diperoleh dari hasil angket yang diberikan kepada ahli materi, ahli desain media, guru dan siswa. Hasil penilaian kevalidan oleh validator ahli materi sebesar 88,5% dengan kriteria “Sangat Valid”, dan penilaian oleh validator ahli desain media sebesar 85,7% dengan kriteria “Sangat Valid”. Selanjutnya penilaian kepraktisan oleh ahli praktisi kelas III-A sebesar 87,1% dengan kriteria “Sangat Praktis”, dan penilaian respon siswa kelas III-A SDIT Hj. Fauziah Binjai Timur memperoleh skor 93% dengan kriteria “Sangat Praktis”. Adapun hasil penilaian keefektifan oleh siswa terjadi peningkatan dapat dilihat dari hasil *Pre-Test* dan *Post-Test*. Hasil *pre-test* sebesar 53%, dan hasil *post-test* sebesar 89,4%. Berdasarkan hasil uraian di atas dapat disimpulkan bahwa penelitian dan pengembangan ini menghasilkan sebuah produk berupa media pembelajaran interaktif berbasis *Ispring Suite* yang valid, praktis dan efektif digunakan dalam proses pembelajaran di kelas III-A SDIT Hj. Fauziah Binjai Timur 2022/2023.

Kata Kunci: Penelitian dan Pengembangan, Media Pembelajaran Interaktif, *Ispring Suite*.

ABSTRACT

YANA FAUDHANI. Development of Ispring Suite Based Interactive Learning Media in Thematic Learning in Class III SDIT Hj. Fauziah Binjai Timur T.A. 2022/2023. Skripsi. Medan: Faculty of Education State University Of Medan, 2023.

The research was carried out with the aim of producing valid, practical, and effective Ispring Suite-based interactive learning media for thematic learning in class III SDIT Hj. Fauziah Binjai Timur T.A 2022/2023. The initial problem that occurred was that there had never been an Ispring Suite-based interactive learning media developed so that it had an impact on the learning interest of class III-A students at SDIT Hj. Fauziah Binjai Timur. The type of research used is Research and Development with the ADDIE development model consisting of Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were students of class III-A SDIT Hj. East Binjai Fauziah, totaling 28 students. Data collection techniques were carried out by interviews, questionnaires, and tests. The research instruments used were: interview guides, validation questionnaires for material design experts, media design experts, education practitioner experts, and tests. Data analysis techniques used are qualitative and quantitative. Qualitative data were obtained from interviews, responses and suggestions from material validators, media designers, and teachers. Meanwhile, quantitative data was obtained from the results of a questionnaire given to material experts, media design experts, teachers and students. The results of the validity assessment by the material expert validator were 88.5% with the "Very Valid" criteria, and the assessment by the media design expert validator was 85.7% with the "Very Valid" criteria. Furthermore, the practicality assessment by class III-A practitioners was 87.1% with the "Very Practical" criteria, and the assessment of the responses of class III-A students at SDIT Hj. Fauziah Binjai Timur got a score of 93% with the "Very Practical" criteria. As for the results of the effectiveness assessment by students there was an increase as can be seen from the results of the Pre-Test and Post-Test. The pre-test result was 53%, and the post-test result was 89.4%. Based on the results of the description above, it can be concluded that this research and development produces a product in the form of interactive learning media based on Ispring Suite which is valid, practical and effective for use in the learning process in class III-A SDIT Hj. East Binjai Fauziah 2022/2023.

Keywords: Research and Development, Interactive Learning Media, Ispring Suite.