

ABSTRAK

NURAIIDA. 8226182022. Pengembangan Media Pembelajaran Interaktif Berbasis *Smart Apps Creator* (SAC) Untuk Meningkatkan Hasil Belajar pada Materi Membangun Jati Diri dalam Kebhinekaan Siswa Kelas IV Sekolah Dasar. Tesis Program Studi Pendidikan Dasar Pascasarjana Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk menganalisis kelayakan, kepraktisan, dan keefektifan media pembelajaran interaktif pada materi membangun jati diri dalam kebhinekaan berbasis *Smart Apps Creator* untuk meningkatkan hasil belajar siswa kelas IV sekolah dasar yang dikembangkan layak, praktis, dan efektif untuk dipakai sebagai media pembelajaran. Model pengembangan yang dipakai berupa model penelitian dan pengembangan 4D (*four-D*) dengan tahapan *define, design, develop, dan disseminate*. Subjek penelitian terdiri dari validator ahli materi, media, bahasa, guru dan tiga puluh siswa. Media pembelajaran interaktif berbasis *Smart Apps Creator* pada materi membangun jati diri dalam kebhinekaan secara keseluruhan dinyatakan layak, praktis dan efektif. Hal ini terbukti dari hasil kelayakan validasi oleh ahli materi dari tahap I sebesar 82% capaian layak dan tahap II sebesar 86%, capaian sangat layak, kemudian ahli media pada tahap I sebesar 76.25% capaian layak dan tahap II sebesar 91.7% capaian sangat layak dan terakhir ahli bahasa pada tahap I sebesar 67.5% capaian cukup dan tahap II sebesar 92.5% capaian sangat layak. Kemudian, hasil uji kepraktisan yang dilakukan kepada guru dan siswa didapat hasil rerata dari 30 siswa persentase kepraktisan sebesar 87.5% capaian sangat praktis dan rerata penilaian guru persentase sebesar 91.7% capaian sangat layak, sehingga dikalkulasikan dari penilaian kepraktisan didapat reratanya sebesar 89.6% capaian sangat praktis. Terakhir, keefektifan media pembelajaran interaktif berbasis *Smart Apps Creator* dilakukan uji gain dan hasil uji gain mengenai hasil belajar siswa kelas IV nilai sebesar 0.62 terkategori sedang, sehingga dapat disimpulkan bahwa media pembelajaran berbasis *Smart Apps Creator* yang dikembangkan memiliki kelayakan, kepraktisan, dan keefektifan yang dapat dipakai untuk meningkatkan hasil belajar siswa.

Kata Kunci : pengembangan, media *smart apps creator*, membangun jati diri dalam kebhinekaan

ABSTRACT

NURAIIDA. 8226182022. Development of Interactive Learning Media Based on Smart Apps Creator (SAC) to Improve Learning Outcomes on the Material of Building Identity in Diversity for Grade IV Elementary School Students. Thesis of Postgraduate Primary Education Study Programme, State University of Medan, 2024.

This study aims to analyse the feasibility, practicality, and effectiveness of interactive learning media on the material of building identity in diversity based on Smart Apps Creator to improve the learning outcomes of grade IV elementary school students who are developed feasible, practical, and effective to be used as learning media. The development model used refers to the 4D (four-D) research and development model with the stages of define, design, develop, and disseminate. The research subjects consisted of material, media, language, teacher and thirty student expert validators. Interactive learning media based on Smart Apps Creator on the material of building identity in diversity as a whole is declared feasible, practical and effective. This is evident from the results of the feasibility of validation by material experts from stage I of 82% worthy achievements and stage II of 86%, very worthy achievements, then media experts at stage I of 76.25% worthy achievements and stage II of 91.7% very worthy achievements and finally linguists at stage I of 67.5% sufficient achievements and stage II of 92.5% very worthy achievements. Then, the results of the practicality test conducted on teachers and students obtained the average results of 30 students getting a percentage of practicality of 87.5% very practical achievement and the average teacher assessment got a percentage of 91.7% very feasible achievement, so that the calculation of the practicality assessment obtained an average of 89.6% very practical achievement. Finally, the effectiveness of interactive learning media based on Smart Apps Creator is carried out a gain test and the results of the gain test regarding the learning outcomes of grade IV students get a value of 0.62 in the medium category, it can be concluded that the Smart Apps Creator-based learning media developed has feasibility, practicality, and effectiveness that can be used to improve student learning outcomes.

Keywords: Development, Smart Apps Creator Media, Building Identity in Diversity