

ABSTRAK

ROSANTI M SIREGAR. Pengembangan Media Pembelajaran Interaktif Ular Tangga pada Mata Pelajaran IPAS Kelas V SD Negeri 106162 Medan Estate. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian dilaksanakan dengan tujuan untuk mengetahui validitas media interaktif ular tangga, praktikalitas media interaktif ular tangga serta efektivitas media media ular tangga yang dikembangkan, pada mata pelajaran IPAS materi sumber daya alam. Metode penelitian ini adalah pengembangan (Research and Development) dengan model ADDIE, yaitu Analisis, Desain, Pengembangan, Implementasi dan Evaluasi. Hasil penelitian menunjukkan bahwa uji validitas media interaktif ular tangga memperoleh hasil dengan kategori sangat valid. Adapun hasil yang didapatkan dari ahli materi yaitu sebesar 88% dan hasil yang didapatkan dari ahli media yaitu sebesar 95%. Sehingga didapatkan rata-rata hasil validasi media sebesar 91,5% dengan kategori sangat valid. Hasil praktikalitas didapatkan rata-rata sebesar 94%, dengan kategori sangat praktis. Dalam uji efektivitas, nilai rata-rata *pretest* diperoleh sebesar 46,3 dan rata-rata hasil *posttest* diperoleh sebesar 81,3. Kemudian dilakukan uji efektivitas menggunakan rumus $n\text{-gain}$ dan diperoleh hasil rata-rata sebesar 0,67 dengan kategori “efektivitas sedang”. Sehingga disimpulkan bahwa media nteraktif ular tangga sangat valid, dan sangat praktis digunakan dalam pembelajaran. meddia interaktif ular tangga juga cukup efektif serta berpengaruh positif untuk meningkatkan hasil belajar siswa.

Kata Kunci : Media Pembelajaran Interaktif, Media Ular Tangga.

ABSTRACT

ROSANTI M SIREGAR. Development of Interactive Learning Media Snakes and Ladders in the Science Subject for Grade V at SD Negeri 106162 Medan Estate. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

The research was conducted with the aim of determining the validity of the interactive snakes and ladders media, the practicality of the interactive snakes and ladders media and the effectiveness of the developed snakes and ladders media, in the subject of natural resources science. The research method is development (Research and Development) with the ADDIE model, namely Analysis, Design, Development, Implementation and Evaluation. The results of the study showed that the validity test of the interactive snakes and ladders media obtained results with a very valid category. The results obtained from material experts were 88% and the results obtained from media experts were 95%. So that the average media validation results were 91.5% with a very valid category. The practicality results were obtained on average of 94%, with a very practical category. In the effectiveness test, the average pretest value was 46.3 and the average posttest result was 81.3. Then the effectiveness test was carried out using the n-gain formula and the average result was 0.67 with the category of "moderate effectiveness". So it is concluded that the interactive snakes and ladders media is very valid, and very practical to use in learning. Interactive snakes and ladders media is also quite effective and has a positive influence on improving student learning outcomes.

Keywords : Interactive Learning Media, Snake and Ladder Media.