

## ABSTRACT

**AGNES CLARISSA PANJAITAN. Development of Lectora Inspire Application Based Interactive Media in Theme 6 Sub Theme Energy Change Grade III Students of SD Negeri 101788 Marindal. Skripsi. Medan: Faculty of Education State University of Medan, July 2023.**

The problems in this research is the lack of availability of learning media that supports thematic learning and the lack of development of learning media, especially in interactive media using Lectora Inspire. This study aims to develop learning media and determine the feasibility, practicality, and effectiveness of interactive media. This research is a development research (Research and Development) using the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). The subjects of this research are third grade students and the object of this research is interactive media based on Lectora Inspire. The results showed that the validation by Material Experts in stage I before the revision obtained a percentage of 60% in the “Valid Enough” category then in stage II it obtained a percentage of 92% in the “Very Valid” category and the results of media validation in stage I before being revised obtained a percentage result of 51% in the “Valid Enough” category then instage II obtained a percentage result of 96% in the “Very Valid” category. Practicality tests by education practitioners obtained a percentage of 89% in the “Very Practical” category. The results of the media effectiveness test through the pre-test obtained an average of the 59 categories of “Less” with the through the pre-test obtained an average of 84 categories of “Complete”. It can be concluded that the product developed is very feasible, practical, and effective for use in learning in elementary schools.

**Keywords :** *Development, Interactive Media, Lectora Inspire*



## ABSTRAK

**AGNES CLARISSA PANJAITAN. Pengembangan Media Interaktif Berbasis Aplikasi *Lectora Inspire* Pada Tema 6 Subtema 2 Perubahan Energi Kelas III SD Negeri 101788 Marindal. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, Juli 2023.**

Penelitian ini bertujuan untuk mengetahui kelayakan, kepraktisan, dan efektivitas media interaktif yang dikembangkan berbasis aplikasi *Lectora Inspire*. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian ini adalah peserta didik kelas III dan objek penelitian ini adalah media interaktif berbasis aplikasi *Lectora Inspire*. Hasil validasi materi pada media interaktif oleh Ahli Materi tahap I sebelum revisi memperoleh persentase 60% Kategori “Cukup Valid” kemudian pada tahap II memperoleh persentase 92% kategori “sangat valid” dan hasil validasi oleh Ahli Media pada tahap I sebelum direvisi memperoleh hasil persentase 51% kategori “Cukup Valid” kemudian pada tahap II memperoleh hasil persentase 96% kategori “Sangat Valid”. Uji praktikalitas oleh praktisi pendidikan memperoleh persentase 89% dengan kategori “Sangat Praktis”. Hasil uji efektivitas media melalui *pre-test* memperoleh rata-rata 59,7 dengan kriteria ketuntasan “Tidak Tuntas” sedangkan pada *post-test* memperoleh rata-rata 84,8 dengan kriteria ketuntasan “Tuntas”. Dapat disimpulkan bahwa produk yang dikembangkan merupakan sangat layak, praktis, dan efektif untuk digunakan dalam pembelajaran di Sekolah Dasar.

**Kata Kunci : Pengembangan, Media Interaktif, *Lectora Inspire***