

ABSTRAK

LIZA AYU KHAIRANI. 8216182011. Pengembangan Multimedia Interaktif Berbasis STEM Dalam Meningkatkan Hasil Belajar IPA Tema Makanan Sehat Pada Siswa Kelas V SD 104197 Desa Klambir. Tesis. Program Studi Pendidikan Dasar, Program Pascasarjana Universitas Negeri Medan, 2023.

Penelitian ini bertujuan untuk mengetahui kelayakan dan keefektifan penggunaan multimedia interaktif berbasis STEM pada tema makanan sehat kelas V SD Negeri 104197 Desa Klambir. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) yang mengacu pada model pengembangan ADDIE yang terdiri dari 5 tahapan yaitu tahap *analysis* (analisis), *design* (desain), *development* (pengembangan), *implementation* (implementasi), dan *evaluation* (evaluasi). Subjek penelitian ini adalah siswa kelas V SD Negeri 104197 Desa Klambir, pada saat uji coba lapangan subjek penelitian sebanyak 30 orang siswa. Instrumen penelitian yang digunakan dalam pengumpulan data yaitu observasi, wawancara, angket validasi dan tes. Berdasarkan hasil penelitian, multimedia interaktif berbasis STEM yang dikembangkan telah divalidasi oleh validator ahli media memperoleh persentase kelayakan sebesar 91,20% termasuk dalam kriteria “sangat layak”. Menurut validator ahli materi persentase kelayakan adalah 94,44% termasuk dalam kriteria “sangat layak”. Hasil validasi oleh ahli desain instruksional memperoleh persentase kelayakan adalah 93,33% termasuk dalam kriteria “sangat layak”. Serta menurut praktisi pendidikan memperoleh persentase kelayakan 93% termasuk kriteria “sangat layak”. Hasil uji coba perorangan dan uji coba kelompok kecil masing-masing mendapatkan rata-rata 94% dan 93% yakni berada pada kategori “sangat layak”. Pada tahap uji coba lapangan kriteria keefektifan tercapai dengan jumlah siswa yang mencapai 28 orang pada *post-test* atau sekitar 93,33% dengan hasil *gain score* diklasifikasikan dalam kriteria efektivitas “sedang” dengan skor 0,54 sehingga multimedia interaktif berbasis STEM efektif untuk digunakan.

Kata Kunci: Multimedia Interaktif, Sistem Pencernaan manusia, STEM



ABSTRACT

LIZA AYU KHAIRANI. 8216182011. Development of STEM-Based Interactive Multimedia in Improving Science Learning Outcomes on the Theme of Healthy Food for Fifth Grade Students of SD 104197 Desa Klambir. Thesis. Basic Education, Postgraduate School of State University of Medan, 2023.

This study aims to determine the feasibility and effectiveness of using STEM-based interactive multimedia on the theme of healthy food for class V SD Negeri 104197 Desa Klambir. This research is a development research (Research and Development) which refers to the ADDIE development model which consists of 5 stages, namely the analysis, design, development, implementation, and evaluation stages. The subjects of this research were fifth grade students of SD Negeri 104197 Desa Klambir, during the field trial the research subjects were 30 students. Based on the results of the study, the STEM-based interactive multimedia developed has been validated by media expert validator obtaining a percentage of feasibility is 91.20% included in the criteria "very feasible". According to the material expert validator the percentage of feasibility was 94.44%. included in the criteria "very feasible". The results of validation by instructional design expert obtained a percentage of feasibility of 93.33% including the criteria "very feasible. And according to educational practitioners obtained a percentage of feasibility of 93% including the criteria "very feasible". The results of individual trials and small group trials each get an average of 94% and 93%, which is in the "very feasible" category. At the field trial stage, the effectiveness criteria were achieved with the number of students reaching 28 people in the post-test or around 93,33% with the results of the gain score classified in the "medium" effectiveness criteria with a score of 0.54 so that STEM-based interactive multimedia is effective to use.

Keyword: Interactive Multimedia, Human Digestive System , STEM

