

ABSTRAK

CHYNTIA JANICE ANGGADINATA. Pengembangan Media Pembelajaran Interaktif Menggunakan *Smart Apps Creator* Terhadap Hasil Belajar Siswa Pada Tema 4 Subtema 1 Di Kelas IV SD Methodist 9 Medan Perjuangan T.A. 2023/2024. Skripsi. Medan. Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2023.

Penelitian ini bertujuan untuk mengetahui kelayakan, kepraktisan, dan efektifitas media interaktif menggunakan *Smart Apps Creator*. Jenis penelitian ini adalah penelitian pengembangan (*Research and Deveploment*) yang menggunakan model ADDIE dengan 5 tahap penelitian yaitu *Analysis, Design, Development, Implementation, and Evaluation*. Subjek penelitian ini adalah sisea kelas IV SD Methodist 9. Instrumen yang digunakan dalam pengumpulan data yaitu instrument wawancara guru, validasi materi dan media, uji validitas dan reliabilitas soal kepada siswa kelas V, angket praktisi pendidikan (guru) dan soal tes. Hasil penelitian pengembangan media interaktif menggunakan *Smart Apps Creator* pada tema 4 subtema 1 pembelajaran 1, menunjukkan hasil validasi oleh ahli materi mendapatkan skor 53 dengan persentase 95% kategori “Sangat Layak” dan hasil validasi media oleh validator ahli media memperoleh skor 43 dengan persentase 89% dengan kategori “Sangat Layak”. Uji praktikalitas oleh praktisi pendidikan memperoleh skor 39 dengan persentase 89% kategori “Sangat Praktis”. Berdasarkan uji keefektifan media interaktif menggunakan *Smart Apps Creator* yang dikembangkan, nilai siswa meningkat dari awal sebelum menggunakan media interaktif berbasis *Smart Apps Creator* siswa mendapat nilai rata-rata 55,03 menjadi 86. Dari penelitian dan data yang ditemukan menunjukkan bahwa pengembangan media interaktif menggunakan *Smart Apps Creator* ini sangat layak digunakan saat pembelajaran di sekolah.

Kata Kunci: Media Interaktif, *Smart Apps Creator*, Tema 4 Subtema 1 Pembelajaran 1



ABSTRACT

CHYNTIA JANICE AGGADINATA. Development of Interactive Learning Media Using Smart Apps Creator on Student Learning Outcomes in Theme 4 Subtheme 1 in Class IV of SD Methodist 9 Medan Perjuangan T.A. 2023/2024. Skripsi. Medan. Faculty of Education. State University Of Medan, 2023.

This study aims to determine the feasibility, practicality, and effectiveness of interactive media using the Smart Apps Creator. This type of research is research and development that uses the ADDIE model with five stages of research: Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were fourth-grade students at SD Methodist 9. The instruments used in data collection were teacher interviews, material and media validation, validity and reliability tests for fifth-grade students, educational practitioner questionnaires (teachers), and test questions. The results of the development of interactive media using the Smart Apps Creator in Theme 4, Subtheme 1, and lesson 1 showed that the validation results by material experts obtained a score of 53 with a percentage of 95% in the "Very Feasible" category, and the validation results by media experts obtained a score of 43 with a percentage of 89% in the "Very Feasible" category. The practicality test by educational practitioners obtained a score of 39 with a percentage of 89% in the "Very Practical" category. Based on the effectiveness test of the interactive media using the developed Smart Apps Creator, students' scores increased from an average score of 55.03 before using the interactive media based on the Smart Apps Creator to 86. From the research and data found, it can be concluded that the development of interactive media using the Smart Apps Creator is very suitable for use in classroom learning.

Keywords: Interactive Media, Smart Apps Creator, Theme 4, Subtheme 1, Lesson1

