

ABSTRAK

TRY PUTRI RITONGA. Pengembangan Media Pembelajaran Interaktif Berbantuan *Adobe Flash CS6* Untuk Meningkatkan Hasil Belajar Siswa Kelas V SD Negeri 104607 Sei Rotan. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2024

Tujuan penelitian ini adalah untuk mengembangkan media pembelajaran interaktif berbantuan *Adobe Flash CS6* yang valid, praktis dan efektif digunakan dalam pembelajaran. Jenis penelitian yang digunakan adalah metode Penelitian Dan Pengembangan Atau *Research And Development (R&D)* dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Populasi dan sampel penelitian ini adalah siswa kelas VC SD Negeri 104607 Sei Rotan yang berjumlah 22 siswa. Instrument pengumpulan data dalam penelitian ini adalah pedoman wawancara, angket, lembar observasi, dan tes berupa soal sebanyak 20 butir soal pilihan ganda untuk *pre-test* dan *post-test*. Hasil penelitian ini yaitu tingkat validasi materi dan media pembelajaran interaktif berbantuan *Adobe Flash CS6* yang dikembangkan memperoleh persentase sebesar 82% dan 88% dengan kategori “Sangat Layak”. Hasil kepraktisan dari angket respon guru dan siswa terhadap media pembelajaran interaktif berbantuan *Adobe Flash CS6* diperoleh persentase sebesar 84% dan 94% dengan kategori “Sangat Praktis”. Hasil uji efektifitas media pembelajaran interaktif berbantuan *Adobe Flash CS6* diperoleh nilai *N-Gain Score* sebesar 0,65 dengan persentase 65% dengan kriteria “Cukup Efektif”. Berdasarkan perolehan nilai dan persentase diatas dapat disimpulkan bahwa media pembelajaran interaktif berbantuan *Adobe Flash CS6* sudah Layak, Praktis, dan Efektif untuk digunakan dan dapat meningkatkan hasil belajar siswa kelas V SD Negeri 104607 Sei Rotan.

Kata Kunci: Media Pembelajaran Interaktif, Hasil Belajar, Matematika

ABSTRACT

TRY PUTRI RITONGA. Development Of Interactive Learning Media Assisted By *Adobe Flash CS6* To Improve The Learning Outcomes Of Class V Students At SD Negeri 104607 Sei Rotan. Skripsi. Medan: Faculty Of Education State University Of Medan, 2024.

The aim of this research is to develop interactive learning media assisted by *Adobe Flash CS6* that is valid, practical and effective for use in learning. The type of research used is the Research and Development (R&D) method with the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. The population and sample of this research were 22 students in class VC at SD Negeri 104607 Sei Rotan. The data collection instruments in this research were interview guides, questionnaires, observation sheets, and tests in the form of 20 multiple choice questions for pre-test and post-test. The results of this research are that the level of validation of the material and interactive learning media assisted by *Adobe Flash CS6* that was developed obtained a percentage of 82% and 88% in the "Very Eligible" category. The practicality results from the teacher and student response questionnaire to interactive learning media assisted by *Adobe Flash CS6* obtained a percentage of 84% and 94% in the "Very Practical" category. The results of the effectiveness test of interactive learning media assisted by *Adobe Flash CS6* obtained an N-Gain Score of 0.65 with a percentage of 65% with the criteria "Quite Effective". Based on the scores and percentages above, it can be concluded that the interactive learning media assisted by *Adobe Flash CS6* is appropriate, practical and effective for use and can improve the learning outcomes of class V students at SD Negeri 104607 Sei Rotan.

Keywords: Interactive Learning Media, Learning Outcomes, Mathematics

