ABSTRAK

Diki Hari Pradana, 2024. *Pengembangan Multimedia Interaktif Berbasis Ispring Sebagai Upaya Menumbuhkan Minat Belajar Pada Materi Pecahan Kelas IV SD*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun, Pembimbing (I) Hartini, S.Sn., M.Pd. (II) Fauzatul Ma'rufah Rohmanurmeta, S.Pd., M.Pd.

Pengembangan Multimedia Interaktif Berbasis *Ispring* dimaksudkan untuk memberikan solusi terhadap kurangnya pemanfaatan media pembelajaran digital dan rendahnya minat belajar siswa di SDN 02 Luworo. Penelitian ini bertujuan untuk mengembangkan Multimedia Interaktif yang layak digunakan dan mendapatkan respon yang baik dari subjek penelitian, yaitu siswa kelas IV. Penelitian ini menggunakan metode penelitiian *Research and Development (R&D)* atau penelitian dan pengembangan. Prosedur penelitian dan pengembangan ini menggunakan model pengembangan ADDIE yang terdiri atas 5 tahap, yaitu: *(1) Analysis; (2) Design; (3) Development; (4) Implementation; (5) Evaluation*. Sampel dalam penelitian ini adalah sebanyak 15 siswa kelas IV. Instrumen penelitin yang digunakan yaitu lembar validasi, lembar respon guru dan siswa. Teknik pengumpulan datanya berupa observasi, wawancar, kuesioner atau angket dan dokumentasi. Teknik analisis data pada penelitian ini menggunakan teknik analisis kualitatif untuk memaparkan proses pengembangan dan hasil produk yang berupa multimedia interaktif. Data yang diperoleh melalui instrumen kevalidan dan uji coba dianalisis dengan menggunakan analisis kualitatif menggunakan skala likert. Berdasarkan analisis data, diperoleh persentase kevalidan oleh ahli materi pembelajaran sebesar 86,67% termasuk dalam kategori "Sangat layak". persentase oleh ahli media sebesar 90% termasuk dalam kategori "Sangat layak" dan respon guru diperoleh persentase 92,41% termasuk dalam kategori "Sangat layak" sehingga multimedia interaktif berbasis *Ispring* ini sangat layak untuk digunakan. Multimedia ini juga telah memenuhi kriteria dalam menumbuhkan minat belajar, terbukti dari angket respon siswa yang memperoleh persentase 87,45%. Dari hasil kevalidan dan respon siswa dapat disimpulkan bahwa multimedia interaktif berbasis *Ispring* yang dikembangkan layak digunakan sebagai upaya untuk menumbuhkan minat belajar siswa pada materi pecahan kelas IV.

Kata Kunci: Pengembangan Multimedia interaktif, Ispring, Minat belajar, Pecahan.

ABSTRAC

Diki Hari Pradana, 2024. *Development of Interactive Multimedia Based on Ispring as an Effort to Grow Interest in Learning in Fraction Material for Class IV Elementary School.* Thesis. Elementary School Teacher Education Study Program, FKIP, PGRI MADIUN UNIVERSITY. Supervisor (I) Hartini, S.Sn., M.Pd. (II) Fauzatul Ma'rufah Rohmanurmeta, S.Pd., M.Pd.

Key Terms: Interactive Multimedia Development, Ispring, Interest in learning Fractions.

The development of Ispring-Based Interactive Multimedia is intended to provide a solution to the lack of use of digital learning media and low student interest in learning at SDN 02 Luworo. This research aims to develop Interactive Multimedia that is suitable for use and gets a good response from the research subjects, namely fourth grade students. This research uses the Research and Development (R&D) research method. This research and development procedure uses the ADDIE development model which consists of 5 stages, namely: (1) Analysis; (2) Design; (3) Development; (4) Implementation; (5) Evaluation. The sample in this study was 15 class IV students. The research instruments used were validation sheets, teacher and student response sheets. Data collection techniques include observation, interviews, questionnaires and documentation. The data analysis technique in this research uses qualitative analysis techniques to explain the development process and product results in the form of interactive multimedia. Data obtained through validity instruments and trials were analyzed using qualitative analysis using a Likert scale. Based on data analysis, the percentage of validity obtained by learning material experts was 86.67%, including in the "Very feasible" category. The percentage by media experts was 90% included in the "Very feasible" category and the teacher response obtained was a percentage of 92.41% included in the "Very feasible" category so that Ispring-based interactive multimedia is very suitable for use. This multimedia also meets the criteria for fostering interest in learning, as evidenced by the student response questionnaire which obtained a percentage of 87.45%. From the validity results and student responses, it can be concluded that the Ispring-based interactive multimedia developed is suitable for use as an effort to foster students' interest in learning in class IV fraction material.