

ABSTRAK

Emas Susilo, Bherlianna. 2023. Pengembangan Media Pembelajaran Berbasis *Ispring Suite* Mata Pelajaran Matematika Materi Bangun Datar Kelas III Di SDN Mangunharjo 1 Kota Probolinggo, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Didit Yulian Kasdriyanto, S.Pd, M.Pd., Pembimbing (II) Faridahtul Jannah, S.Pd, M.Pd.

Kata Kunci : Pengembangan, Pembelajaran Interaktif, *Ispring Suite*.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis *ispring suite* untuk menarik perhatian, meningkatkan semangat serta motivasi belajar siswa dalam proses pembelajaran. Media pembelajaran interaktif berbasis *ispring suite* dikembangkan melalui validasi oleh para ahli media, ahli materi, praktisi pembelajaran serta penilaian melalui angket respon siswa.

Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) model pengembangan Borg & Gall dengan modifikasi, diantaranya yaitu tahap studi pendahuluan, tahap perancangan pembelajaran interaktif, tahap pengembangan produk, tahap validasi dan uji coba terbatas, dan tahap revisi produk akhir pada pengembangan. Penelitian ini dilaksanakan di SDN Mangunharjo 1 pada kelas III. Instrumen yang digunakan dalam penelitian ini meliputi : angket validasi ahli media, angket validasi ahli materi, angket validasi praktisi pembelajaran, dan angket respon siswa.

Hasil penelitian dan pengembangan menunjukkan bahwa : 1) Media interaktif berbasis *ispring suite* yang terintegrasi dengan *powerpoint* dikembangkan dalam bentuk aplikasi yang dirancang agar memudahkan siswa memahami materi bangun datar sehingga dapat menarik perhatian, meningkatkan semangat serta motivasi belajar siswa dalam proses pembelajaran; 2) Media interaktif berbasis *ispring suite* dikategorikan sangat layak melalui validasi ahli media dan ahli materi; 3) Media interaktif berbasis *ispring suite* dikategorikan sangat praktis melalui uji respon siswa. Disimpulkan bahwa media pembelajaran interaktif berbasis *ispring suite* dikatakan sangat layak dan sangat praktis dalam menarik perhatian, meningkatkan semangat serta motivasi belajar siswa dan media dinyatakan layak digunakan.

ABSTRACT

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Keywords: Development, Interactive Learning, *Ispring Suite*.

This study aims to develop interactive learning media based on ispring suite to attract attention, increase student enthusiasm and motivation in the learning process. Interactive learning media based on ispring suite was developed through validation by media experts, material experts, learning practitioners and assessments through student response questionnaires.

The type of research used is the Borg & Gall Research and Development (R&D) model with modifications, including the preliminary study stage, the interactive learning design stage, the product development stage, the validation and limited trial stages, and the final product revision stage during development. This research was conducted at SDN Mangunharjo 1 in class III. The instruments used in this study include: media expert validation questionnaire, material expert validation questionnaire, learning practitioner validation questionnaire, and student response questionnaire.

The results of research and development show that: 1) Interactive media based on ispring suite which is integrated with PowerPoint is developed in the form of an application designed to make it easier for students to understand flat shape material so that it can attract attention, increase enthusiasm and student motivation in the learning process; 2) Interactive media based on ispring suite is categorized as very feasible through the validation of media experts and material experts; 3) Interactive media based on ispring suite is categorized as very practical through student response tests. It was concluded that the ispring suite-based interactive learning media was said to be very feasible and very practical in attracting attention, increasing enthusiasm and motivation for student learning and the media was declared feasible to use.