

ABSTRAK

MOH. UMAR ALFARUQI 2025. *Pengembangan Multimedia Interaktif Mata pelajaran IPAS Berbasis Canva Kelas IV SDN WONOREJO II*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga. Dosen pembimbing (I) Didit Yulian Kasdriyanto. S.Pd., M.Pd. Dosen pembimbing (II) Ryzca Siti Qomariyah. S.Pd., M.Pd.

KATA KUNCI: Pengembangan, Canva, Media Interaktif

Penelitian ini bertujuan mengembangkan multimedia interaktif yang valid, praktis, dan efektif dalam pembelajaran Perubahan Energi dengan metode ADDIE Model ADDIE terdiri dari lima tahapan utama, yaitu: 1) *Analysis*. 2) *Design*. 3) *Development* 3) *Implementation*. 5) *Evaluation*

Penelitian ini dilakukan di kelas IV SDN WONOREJO II. Teknik analisis data yang digunakan mencakup wawancara dan observasi untuk analisis kebutuhan awal, serta validasi angket dan angket respons peserta didik.

Penelitian di kelas IV SDN WONOREJO II melibatkan validasi ahli media, ahli materi, dan praktisi. Hasilnya, multimedia berbasis Canva mendapat skor validasi 95% dari ahli media dan 93% dari ahli materi. Praktisi menilai media ini praktis dengan tingkat persetujuan 90%.

Respon siswa menunjukkan tingkat kelayakan media sebesar 80% dalam skala kecil dan 82,5% dalam skala besar, masuk kategori sangat layak. Dengan demikian, media ini dinilai layak digunakan dan mendapat respons positif dari siswa.

ABSTRAK

MOH. UMAR ALFARUQI 2025. Development of Interactive Multimedia for Canva-Based Science Subjects for Class IV SDN WONOREJO II. Thesis. Primary School Teacher Education Study Program, FKIP, Panca Marga University. Supervising lecturer (I) Didit Yulian Kasdriyanto. S.Pd., M.Pd. Supervisor (II) Ryzca Siti Qomariyah. S.Pd., M.Pd.

KEYWORDS: *Development, Canva, Interactive Media*

This research aims to develop interactive multimedia that is valid, practical and effective in learning Energy Changes using the ADDIE method. The ADDIE model consists of five main stages, namely: 1) Analysis. 2). Design. 3) Development 3). Implementation. 5) Evaluation

This research was conducted in class IV at SDN WONOREJO II. The data analysis techniques used include interviews and observations for initial needs analysis, as well as validation of questionnaires and student response questionnaires.

Research in class IV at SDN WONOREJO II involved validation from media experts, material experts and practitioners. As a result, Canva-based multimedia received a validation score of 95% from media experts and 93% from material experts. Practitioners rate this medium as practical with an agreement rate of 90%.

Student responses showed a media feasibility level of 80% on a small scale and 82.5% on a large scale, falling into the very feasible category. Thus, this media was considered suitable for use and received a positive response from students.