

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF
BERBASIS VIDEO DALAM MENINGKATKAN MINAT BELAJAR
SISWA KELAS V SEKOLAH DASAR**

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ABSTRAK

Tujuan penelitian ini adalah: 1) Untuk mengembangkan multimedia pembelajaran interaktif *berbasis* video dalam menarik minat belajar siswa kelas V sekolah dasar. 2) Untuk menarik minat belajar siswa dengan pemanfaatan multimedia pembelajaran interaktif *berbasis* video pada proses pembelajaran siswa kelas V SD Negeri Lemahmukti II. Jenis penelitian yang digunakan adalah *Research And Development* atau penelitian pengembangan dengan menggunakan model yang dimodifikasi oleh Sugiyono. Sampel dalam penelitian ini yaitu seluruh siswa kelas V SD Negeri Lemahmukti II dengan jumlah 27 siswa. Berdasarkan hasil penelitian diperoleh rata-rata nilai kelayakan ahli media sebesar 82,9% pada kategori baik, dan ahli materi sebesar 89,5% pada kategori sangat baik. Sedangkan perolehan rata-rata nilai uji coba kelompok kecil sebesar 82% pada kategori baik, dan rata-rata nilai uji coba lapangan sebesar 80% pada kategori baik, hasil penilaian guru diperoleh nilai rata-rata sebesar 92,6% pada kategori sangat baik. Adapun perolehan nilai angket minat belajar siswa dengan uji-gain di mana pada aspek perasaan senang diperoleh n-gain sebesar 0,61 dan aspek perhatian siswa diperoleh n-gain sebesar 0,69. Sedangkan diperoleh n-gain keseluruhan aspek minat belajar siswa sebesar 0,64 dengan peningkatan minat belajar siswa termasuk pada kategori sedang.

Kata Kunci: *Multimedia Interaktif, Minat Belajar Siswa*

**DEVELOPMENT OF VIDEO-BASED INTERACTIVE LEARNING
MULTIMEDIA IN INCREASING LEARNING INTEREST IN CLASS V
ELEMENTARY SCHOOL**

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ABSTRACT

The objectives of this study are: 1) To develop video-based interactive learning multimedia in attracting interest in learning for V grade elementary school students. 2) To attract students' interest in learning by utilizing video-based interactive multimedia learning in the learning process of class V students at the Lemahmukti II State Elementary School. The type of research used is Research and Development or development research using a modified model by Sugiyono. The sample in this study were all fifth grade students of Lemahmukti II State Elementary School with a total of 27 students. Based on the results of the study, it was obtained that the average feasibility value of media experts was 82.9% in the good category, and material experts at 89.5% in the very good category. While the average score for the small group trial was 82% in the good category, and the average score for the field trial was 80% in the good category, the teacher's assessment results obtained an average score of 92.6% in the very good category. As for the acquisition of the value of the student learning interest questionnaire with the gain test, in the aspect of feeling happy, the n-gain was 0.61 and the student's attention aspect was obtained by the n-gain of 0.69. Meanwhile, the overall n-gain of the aspects of student interest in learning is 0.64 with an increase in student interest in learning including in the medium category.

Keywords: Interactive Multimedia, Students' Interest in Learning