

## **ABSTRAK**

### **PENGARUH PENGGUNAAN MULTIMEDIA INTERAKTIF BERBASIS QUIZIZZ TERHADAP MINAT BELAJAR IPA SISWA SEKOLAH DASAR**

**FATHIYA QOTRUN NANDA**

**18416286206087**

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan multimedia interaktif berbantuan Quizizz terhadap minat belajar IPA siswa sekolah dasar pada kelas IV di SD Negeri Ciwaringin III. Metode penelitian yang digunakan dalam penelitian ini adalah metode eksperimen dengan desain pre-experiment one group pretest-posttest. Berdasarkan hasil penelitian dan analisis data, nilai rata-rata pretest adalah 58,45. Setelah diberikan perlakuan (treatment) dan melakukan posttest nilai rata-rata siswa meningkat menjadi 67,31. Perhitungan hipotesis dilakukan menggunakan uji-t yakni uji one sample t test dengan taraf signifikansi  $0,00 < 0,05$  maka  $H_0$  ditolak dan  $H_1$  diterima. Hasil penelitian menunjukkan bahwa penggunaan aplikasi *Quizizz* dalam pembelajaran IPA terbukti berpengaruh terhadap minat belajar siswa.

Kata Kunci: Minat Belajar, Multimedia Interaktif, Pembelajaran IPA, Quizizz, Sekolah Dasar

## **ABSRTACT**

### ***BASED INTERACTIVE MULTIMEDIA ON QUIZIZZ- THE INTEREST IN LEARNING SCIENCE OF ELEMENTARY SCHOOL STUDENTS***

**FATHIYA QOTRUN NANDA**

**18416286206087**

*This study aims to determine the effect of using Quizizz-based interactive multimedia on interest in learning science for elementary school students in grade IV at SD Negeri Ciwaringin III. The research method used in this study is an experimental method with a pre-experiment design one group pretest-posttest. Based on the results of the research and data analysis, the average value of the pretest was 58.45. After being given treatment and doing posttest the average score of students increased to 67.31. The calculation of the hypothesis is carried out using a t-test, namely the one sample t test with a significance level of  $0.00 < 0.05$ , then  $H_0$  is rejected and  $H_1$  is accepted. The results showed that the use of the Quizizz application in science learning had an effect on students' interest in learning.*

**Keywords:** Interest in Learning, Interactive Multimedia, Science Learning, Quizizz, Elementary School