

EXECUTIVE SUMMARY

THE DEVELOPMENT OF INTERACTIVE MATHEMATICS LEARNING MEDIA OF TWO-DIMENSIONAL FIGURE PERIMETER AND AREA FOR FOURTH GRADERS AT SD NEGERI 13 SURAU GADANG

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**RESEARCH ARTICLE
APPROVAL PAGE**

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This article is based on a thesis entitled "**The Development of Interactive Mathematics Learning Media of Two-Dimensional Figure Perimeter and Area for Fourth Graders at SD Negeri 13 Surau Gadang**" for December 2020 graduation requirement.

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Hamalik (2011: 3), education is a process in order to influence students to be able to adjust as good as possible into their environment, and thus will cause changes in him that allow him to function adequate in people's lives. The rapid development of technology can have a good influence on the advancement of education, one of which is in the creation of more effective and interesting learning media. This is in line to Rusman's opinion, et al. (2011:1) which states that the rapid development of information technology in the current era of globalization is inevitable influence on the world of education.

According to Shadiq, one of the subjects in which the learning process must be improved is mathematics (Fahmi, 2014:168). However, the efforts to improve the quality of education through the development of technology cannot be fully done because in the learning process there has not been technology utilization. Teachers have already used some concrete media that are still focused on textbooks but have not taken advantage of technological developments. Actually, by using of technology, teachers can design an interesting learning media for students.

Based on the description above, the solution from the researcher is to create a Mathematics learning media for Grade IV of Elementary School based on Interactive Multimedia by using *Macromedia Flash 8*.

This type of research is a development research by using 4-D development models namely *define, design, develop, and disseminate*. However, this study is limited to the *develop* stage. The subject of this learning module trial is grade IV teachers of SD Negeri 13 Surau Gadang, Padang on mathematics learning on two-dimensional figure perimeter and area. Data analysis technique is a descriptive data analysis technique, namely by describing the validity and practicality of learning media. The data is obtained from the results of polls given to the teachers.

The results of the study show that the average overall validity value is as follow: a very valid criterion with an average assessment of 3.6 by material expert, very valid criterion with an average gain of 3.6 by media expert, and

practical criteria with an assessment percentage of 87.5%. It can be said that interactive Mathematics learning media meets very valid and practical criteria.

In the end, it can be concluded that the interactive mathematics learning media of two-dimensional figure perimeter and area for fourth graders at SD Negeri 13 Surau Gadang meets very valid and practical criteria to be used as one of the Mathematics learning media at SD Negeri 13 Surau Gadang.

Keywords: Development, Mathematics Learning Media, Interactive

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