

EXECUTIVE SUMMARY

**PENGEMBANGAN MEDIA INTERAKTIF PEMBELAJARAN IPA
DENGAN MENGGUNAKAN *MACROMEDIA FLASH* 8 UNTUK KELAS V
SEKOLAH DASAR**

Oleh :

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**PROGRAM STUDI PENDIDIKAN GURU SEKOLAH DASAR
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
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**HALAMAN PERSETUJUAN
ARTIKEL PENELITIAN**

**PENGEMBANGAN MEDIA INTERAKTIF PEMBELAJARAN IPA
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Disusun oleh:

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Artikel ini berdasarkan skripsi yang berjudul **“Pengembangan Media Interaktif Pembelajaran IPA Dengan Menggunakan *Macromedia Flash 8* Untuk Kelas V Sekolah Dasar”** untuk persyaratan wisuda Desember 2020.

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Executive Summary

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One of the problems facing the world of education today is the weak implementation of the learning process applied by the teacher. Where in the implementation of the learning process, students are only directed to the ability to memorize various information without any demands on students to understand and apply information in everyday life.

Based on the description above, one alternative that can be done is by making an interactive media for teaching science for class V Elementary Schools. This is because this learning media is one component of the teaching and learning process which has a very important role in supporting the success of the teaching and learning process. Currently the use of interactive media has contributed a lot to the learning process, one of which is by making it easier and clarifying such diverse material and providing concrete examples, in another sense computers can be used as learning media (Rusman, 2013: 178). One of them is by utilizing the Macromedia Flash 8 application which is a software that presents as a medium because it can create visual presentations, such as video, animation, sound and images. Macromedia Flash 8 Professional can be used to develop learning media

that can accommodate students who are quick to receive lessons, and can also handle students who are slow in receiving lessons (Fahmi, 2014: 178). So, the researcher will conduct a research entitled "Development of interactive media for learning science using MacroMedia Flash 8 for grade V elementary school students". Based on the explanation of the problem formulation above, it can be formulated that the research objective is to produce a valid interactive media for science learning using MacroMedia Flash 8 in grade V in elementary schools.

This type of research is development research using a 4-D development model, namely Define, Design, Develop, and Disseminate. However, this research only reached the develop stage. The subjects of this research trial were design expert lecturers, material experts and linguists, in science learning using macromedia flash 8 in elementary schools.

The instruments used in data collection in this study were: This validation sheet was used to obtain data about the level of validity of the learning media developed in science learning in grade V elementary schools. The data analysis technique used in this research is descriptive data analysis technique, namely by describing the validity of using interactive media of science learning using macromedia flash 8.

The results showed that the validity of the learning media from the three validated aspects, namely from design aspects, material aspects and language aspects. The design aspect gets a percentage of 88.33%, the material aspect gets a percentage of 96.66%, and the language aspect gets a percentage of 83.5%. From

the analysis of these three aspects, the average percentage is 89.49%. This means that interactive media for science learning using macromedia flash 8 is included in the valid category because it is in the range of 80% -90%, so that interactive media for learning science using macromedia flash 8 can be tested as interactive media for learning science in elementary schools.

References

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