

ABSTRAK

Rosana Yulia. 2023. **PENGEMBANGAN MULTIMEDIA INTERAKTIF MENGGUNAKAN *ISPRING SUITE* BERBASIS ANDROID DAN TERINTEGRASI *WEBQUIZ KAHOOT* PADA MATERI SUHU DAN KALOR**

Berdasarkan hasil wawancara dengan pendidik fisika di SMA Negeri 6 Tasikmalaya diketahui bahwa kegiatan pembelajaran masih berpusat pada pendidik, sehingga pembelajaran berlangsung satu arah. Selain itu, nilai ulangan harian terendah pada materi fisika adalah suhu dan kalor, yaitu 53,43. Upaya yang dilakukan oleh peneliti untuk mengatasi permasalahan tersebut dengan mengembangkan multimedia interaktif menggunakan *Ispring Suite* berbasis android dan terintegrasi *Webquiz Kahoot*. Penelitian ini bertujuan untuk mengetahui tingkat kevalidan dan kepraktisan pengembangan multimedia interaktif menggunakan *Ispring Suite* berbasis android dan terintegrasi *Webquiz Kahoot* pada materi suhu dan kalor. Penelitian dilakukan dengan menggunakan metode *Research and Development* (R & D) melalui model 4-D. Namun, penelitian ini dibatasi sampai tahap *development*, karena penelitian difokuskan untuk mengetahui tingkat kevalidan dan kepraktisan produk. Tahap *define* meliputi *front-end analysis*, analisis kebutuhan peserta didik, dan merumuskan indikator pencapaian kompetensi. Tahap *design* meliputi pembuatan *outline*, *flowchart*, *storyboard*, pemilihan *platform* pendukung, dan pemilihan jenis tulisan. Tahap *development* meliputi pembuatan produk, melakukan uji validasi oleh validator ahli materi dan media, serta melakukan uji kepraktisan dengan melibatkan kelas XI IPA 1 dan XI IPA 3 sebagai subjek penelitian dan pendidik fisika di SMA Negeri 6 Tasikmalaya. Data hasil validasi diolah menggunakan persamaan Aiken's, sedangkan hasil kepraktisan diolah dengan menggunakan persentase Riduwan dan Akdon. Hasil penelitian menunjukkan bahwa hasil validasi pada ahli materi dan ahli media berturut-turut sebesar 0,94 dan 0,92 dengan kategori sangat valid, sementara rata-rata persentase kepraktisan sebesar 97,5% dengan kategori sangat praktis. Jadi, multimedia interaktif yang dikembangkan memenuhi kriteria sangat valid dan praktis untuk digunakan dalam proses pembelajaran.

Kata kunci: *ispring suite*, multimedia interaktif, suhu dan kalor, *webquiz kahoot*.

ABSTRACT

Rosana Yulia. 2023. DEVELOPMENT OF INTERACTIVE MULTIMEDIA USING ISPRING SUITE BASED ON ANDROID AND INTEGRATED WEBQUIZ KAHOOT ON TEMPERATURE AND HEAT

Based on the results of interviews with physics educators at SMA Negeri 6 Tasikmalaya, it is known that learning activities are still teacher-centered so that learning takes place in one direction. In addition, the lowest daily test scores in physics were for temperature and heat, namely 53,43. Efforts made by researchers to overcome these problems by developing interactive multimedia using Android-based Ispring Suite and integrated Webquiz Kahoot This study aims to determine the validity level and practicality of developing interactive multimedia using the Android-based Ispring Suite and integrated Webquiz Kahoot on temperature and heat. The research was conducted using the research and development (R & D) method through a 4-D model. However, this research is limited to the development stage because it is focused on knowing the level of validity and practicality of the product. The definition stage includes front-end analysis, analysis of student needs, and formulation indicators of competence attainment. The design stage includes outlining, a flowchart, a storyboard, choosing a supporting platform, and selecting the type of writing. The development stage includes product creation, conducting validation tests by material and media expert validators, and conducting practicality tests involving XI IPA 1 and XI IPA 3 classes as research subjects and physics educators at SMA Negeri 6 Tasikmalaya. Data validation results were processed using Aiken's equation, while practical results were processed using Riduwan and Akdon percentages. The results showed that the validation results for material experts and media experts were 0,94 and 0,92, respectively, with the very valid category, while the average percentage of practicality was 97,5% with the very practical category. So, the developed interactive multimedia meets very valid and practical criteria for use in the learning process.

Keywords: ispring suite, interactive multimedia, temperature and heat, webquiz kahoot.