

ABSTRAK
IMPLEMENTASI MEDIA PEMBELAJARAN INTERAKTIF MATA
PELAJARAN MATEMATIKA UNTUK SISWA KELAS 3
(STUDI KASUS : DI SD NEGERI 161 PALEMBANG)

(2025 : xiii +123 Halaman + Daftar Pustaka + Lampiran)

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Penelitian ini dilatar belakangi oleh rendahnya pemahaman siswa kelas III SD terhadap materi Matematika, khususnya pada topik pengukuran luas, volume, dan simetri lipat bangun datar, yang disebabkan oleh penggunaan metode pembelajaran konvensional yang kurang menarik. Tujuan dari penelitian ini adalah untuk mengembangkan media pembelajaran interaktif berbasis Android yang dirancang agar sesuai dengan karakteristik siswa sekolah dasar dan dapat meningkatkan pemahaman serta minat belajar siswa. Metode yang digunakan adalah *Multimedia Development Life Cycle* (MDLC) dengan enam tahapan, yaitu: concept, design, material collecting, assembly, testing, dan distribution. Pengujian dilakukan melalui validasi oleh ahli materi dan ahli media serta uji coba kepada 30 siswa kelas III-B SD Negeri 161 Palembang menggunakan pre-test dan post-test. Hasil validasi menunjukkan skor 92% dari ahli materi dan 90% dari ahli media, keduanya dalam kategori “Sangat Valid”. Sementara itu, hasil perhitungan N-Gain sebesar 0,78 termasuk kategori “sedang”, yang berarti media ini cukup efektif dalam meningkatkan hasil belajar siswa. Sebanyak 92% siswa juga menyatakan senang menggunakan media ini. Dengan demikian, media pembelajaran *MathFun* dinyatakan layak dan cukup efektif digunakan dalam proses pembelajaran matematika kelas III SD.

Kata Kunci: Media Pembelajaran Interaktif, Matematika Kelas III SD, Android, MDLC, N-Gain

ABSTRACT
IMPLEMENTATION OF INTERACTIVE LEARNING MEDIA IN
MATHEMATICS FOR GRADE 3 STUDENTS
(CASE STUDY: AT STATE ELEMENTARY SCHOOL 161 PALEMBANG)

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This study was motivated by the low comprehension levels of third-grade elementary school students in mathematics, particularly on the topics of area measurement, volume measurement, and line symmetry. This issue stems from the continued use of conventional teaching methods that are less engaging. The purpose of this study is to develop an Android-based interactive learning media tailored to the characteristics of elementary students, aimed at improving both understanding and interest in mathematics learning. The method used is the Multimedia Development Life Cycle (MDLC), consisting of six stages: concept, design, material collecting, assembly, testing, and distribution. Testing was conducted through expert validation and trials involving 30 students from class III-B at SD Negeri 161 Palembang using pre-tests and post-tests. The validation results showed scores of 92% from the material expert and 90% from the media expert, both categorized as “Very Valid.” The N-Gain score reached 0.78, which falls into the “moderate” category, indicating that the media is quite effective in improving students' learning outcomes. Additionally, 92% of students reported enjoying the use of the media. Therefore, the MathFun interactive learning media is considered feasible and moderately effective for use in third-grade mathematics learning.

Keywords: *Interactive Learning Media, Grade 3 Mathematics, Android, MDLC, N-Gain*