

# **PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MODEL DISCOVERY LEARNING PADA MUATAN IPA MATERI BAGIAN-BAGIAN TUMBUHAN BESERTA FUNGSINYA KELAS IV DI SD 3 JIMBARAN BADUNG**

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## **ABSTRAK**

Penelitian ini dilaksanakan karena kurang bervariasinya pemilihan model dan media pembelajaran yang digunakan dalam pembelajaran IPA yang menyebabkan siswa kesulitan dalam memahami materi pembelajaran. Hal tersebut mengakibatkan rendahnya hasil belajar IPA siswa. Penelitian pengembangan ini bertujuan untuk mengembangkan multimedia interaktif berbasis model *discovery learning* pada muatan IPA kelas IV SD. Penelitian pengembangan ini menerapkan model pengembangan ADDIE yang meliputi tahap *analysis, design, development, implementation, evaluations*. Subjek uji coba produk pada penelitian pengembangan ini yaitu terdiri dari ahli isi pembelajaran, ahli media pembelajaran, ahli desain pembelajaran serta siswa kelas IV di SD 3 Jimbaran. Metode pengumpulan data yang digunakan yaitu metode angket/kuesioner dengan instrument berupa lembar kuesioner. Teknik analisis data yang digunakan yaitu teknik analisis deskriptif kuantitatif. Hasil dari penelitian pengembangan ini yaitu, (1) rancang bangun multimedia interaktif berbasis model *discovery learning* ini outputnya berupa aplikasi yang didalamnya berisi tentang unsur-unsur multimedia interaktif seperti teks, gambar, suara, video, animasi, dan navigasi. (2) Hasil kelayakan multimedia interaktif berbasis model *discovery learning* menunjukkan bahwa produk yang dikembangkan layak untuk digunakan dalam kegiatan pembelajaran berdasarkan (a) hasil *review* ahli isi pembelajaran (100%), (b) hasil *review* ahli desain pembelajaran (94,40%), (c) hasil *review* ahli media pembelajaran (95,80%), (d) hasil uji coba perorangan (92,50%), dan hasil uji coba kelompok kecil (94,16%). Keseluruhan hasil kelayakan multimedia interaktif tersebut berkualifikasi sangat baik dan menunjukkan bahwa produk yang dikembangkan layak untuk digunakan dalam kegiatan pembelajaran.

**Kata kunci:** Pengembangan, Multimedia Interaktif, IPA, *Discovery Learning*

## **ABSTRACT**

*This research was conducted due to the lack of variety in the selection of learning models and media used in science learning which caused students to have difficulty understanding the learning material. This results in low student learning outcomes in science. This development research aims to develop interactive multimedia based on the discovery learning model in the fourth grade science content of elementary school. This development research applies the ADDIE development model which includes the analysis, design, development, implementation, evaluations stages. The product trial subjects in this development research consisted of learning content experts, learning media experts, learning design experts and fourth grade students at SD 3 Jimbaran. The data collection method used is a questionnaire/questionnaire method with the instrument in the form of a questionnaire sheet. The data analysis technique used is descriptive quantitative analysis technique. The results of this development research are, (1) the design of interactive multimedia based on the discovery learning model is the output in the form of an application which contains interactive multimedia elements such as text, images, sound, video, animation, and navigation. (2) The results of the feasibility of interactive multimedia based on the discovery learning model indicate that the product developed is suitable for use in learning activities based on (a) the results of the expert review of learning content (100%), (b) the results of the review of the learning design expert (94.40%) , (c) the results of the expert review of learning media (95.80%), (d) the results of individual trials (92.50%), and the results of small group trials (94.16%). The overall results of the feasibility of interactive multimedia are very well qualified and indicate that the product developed is suitable for use in learning activities.*

*Keywords: Development, Interactive Multimedia, Science, Discovery Learning*