

**PENGEMBANGAN MULTIMEDIA STORYTELLING BERBASIS
KONTEKSTUAL PADA MATERI KELILING DAN LUAS BANGUN
DATAR KELAS IV MIN 3 BULELENG**

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ABSTRAK

Kemajuan teknologi mengubah cara mengajar pada masa revolusi industri 4.0. Perkembangan yang semakin cepat menuntut guru hendak menggunakan media yang inovatif agar mampu meningkatkan keinginan siswa untuk belajar. Multimedia *storytelling* merupakan inovasi memanfaatkan teknologi dapat digunakan dalam penyajian pembelajaran agar menjadi menarik lagi dalam pembelajaran. Keadaan ini didukung atas kesiapan fasilitas yang dimiliki MIN 3 Buleleng dalam menunjang proses pembelajaran berbasis digital. Ada dua tujuan yang disasar dalam penelitian ini yakni: 1) Mengetahui karakteristik multimedia *storytelling* berbasis kontekstual mengenai materi keliling dan luas bangun datar kelas IV SD/MI; 2) Mengetahui tingkat kevalidan, kepraktisan, dan keefektifan pengembangan multimedia *storytelling* berbasis kontekstual terhadap materi keliling dan luas bangun datar kelas IV SD/MI. Pengembangan multimedia *storytelling* ini menerapkan tiga tahap dari model 4-D. Uji coba terbatas dilakukan pada 10 orang siswa kelas IV MIN 3 Buleleng. Terdapat 5 episode pembelajaran yang mengaitkan melalui kegiatan yang dilakukan dalam keseharian siswa terkait materi yang akan dipelajari. Multimedia *storytelling* yang dihasilkan telah teruji tingkat validitas Ahli Pakar Media dan Materi. Skor penilaian ahli materi dan ahli media berturut-turut adalah 4.81 dan 4.62 dari skor maksimum 5, tergolong sangat valid; multimedia yang dihasilkan telah teruji kepraktisan dilihat dari skor angket respon guru dan siswa yakin 4.88 dan tergolong sangat tinggi; dan efektif dilihat dari persentase ketuntasan klasikal 90%. Sehingga multimedia *storytelling* layak dipakai selaku media yang dipakai untuk materi bangun datar berbentuk persegi dan persegi panjang.

Kata kunci: multimedia *storytelling*, model pengembangan 4-D, kontekstual, bangun datar.

**DEVELOPMENT OF CONTEXTUAL-BASED MULTIMEDIA
STORYTELLING ON THE MATERIALS ON THE ROUND AND AREA
OF FLAT BUILDING FOR CLASS IV MIN 3 BULELENG**

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ABSTRACT

Technological advances changed the way of teaching during the industrial revolution 4.0. Rapid development requires teachers to want to use innovative media in order to increase students' desire to learn. Multimedia storytelling is an innovation utilizing technology that can be used in the presentation of learning to make it more interesting in learning. This situation is supported by the readiness of the facilities owned by MIN 3 Buleleng in supporting the digital-based learning process. There are two objectives targeted in this research, namely: 1) Knowing the characteristics of contextual-based multimedia storytelling regarding the circumference and area of flat shapes for grade IV SD/MI; 2) Knowing the level of validity, practicality, and effectiveness of the development of contextual-based multimedia storytelling on the perimeter and area of flat shapes for grade IV SD/MI. The development of this multimedia storytelling applies three stages of the 4-D model. The limited trial was conducted on 10 fourth grade students at MIN 3 Buleleng. There are 5 episodes of learning that relate through activities carried out in students' daily lives related to the material to be studied. The resulting multimedia storytelling has been tested for the validity of the Media and Material Experts. The assessment scores of material experts and media experts were 4.81 and 4.62 out of a maximum score of 5, respectively, classified as very valid; The resulting multimedia has been tested for practicality, seen from the teacher's response questionnaire score and the students' confidence is 4.88 and is classified as very high; and effective seen from the percentage of classical completeness 90%. So that multimedia storytelling is feasible to be used as a medium used for flat and rectangular shape material.

Keywords: multimedia storytelling, 4-D development model, contextual, flat shape.