

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MISSOURI
MATHEMATICS PROJECT PADA MATA PELAJARAN MATEMATIKA
SISWA KELAS VII SMP NEGERI 6 SINGARAJA
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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun pengembangan multimedia interaktif berbasis *missouri mathematics project* pada mata pelajaran matematika siswa kelas VII SMP Negeri 6 Singaraja tahun ajaran 2022/2023, (2) mengetahui validitas multimedia interaktif berbasis *missouri mathematics project* pada mata pelajaran matematika siswa kelas VII SMP Negeri 6 Singaraja tahun ajaran 2022/2023, dan (3) menguji efektivitas multimedia interaktif berbasis *missouri mathematics project* pada mata pelajaran matematika siswa kelas VII SMP Negeri 6 Singaraja tahun ajaran 2022/2023. Penelitian ini merupakan penelitian pengembangan dengan model penelitian pengembangan ADDIE (*analyze, design, development, implementation, evaluation*). Data yang dikumpulkan adalah data kuantitatif dan data kualitatif dengan menggunakan 3 metode pengumpulan data yaitu wawancara, kuesioner, tes objektif. Data dianalisis menggunakan analisis deskriptif kuantitatif dan analisis statistika inferensial. Hasil dari penelitian ini menunjukkan bahwa (1) Rancang bangun pengembangan multimedia interaktif berbasis *missouri mathematics project* menggunakan model ADDIE (*analyze, design, development, implementation, evaluation*). (2) Multimedia interaktif berbasis *missouri mathematics project* valid dengan: (a) hasil *review* ahli isi pembelajaran mendapat kualifikasi sangat baik dengan persentase sebesar (97,33%), (b) hasil *review* ahli desain pembelajaran mendapat kualifikasi sangat baik dengan persentase sebesar (96%), (c) hasil *review* ahli media pembelajaran mendapat kualifikasi sangat baik dengan persentase sebesar (95%), (d) hasil uji coba perorangan mendapat kualifikasi sangat baik dengan persentase sebesar (93,7 %), dan (e) hasil uji coba kelompok kecil mendapat kualifikasi sangat baik dengan persentase sebesar (92,47%). (3) Pengembangan multimedia interaktif berbasis *missouri mathematics project* pada mata pelajaran matematika efektif digunakan untuk siswa kelas VII SMP Negeri 6 Singaraja.

Kata-kata Kunci: Pengembangan, Multimedia Interaktif, *Missouri Mathematics Project*, Matematika.

ABSTRACT

This study aims to (1) describe the design and development of an interactive multimedia based on the Missouri Mathematics Project in the mathematics subject of class VII students of SMP Negeri 6 Singaraja in the 2022/2023 academic year, (2) to determine the validity of the interactive multimedia based on the Missouri Mathematics Project in the student mathematics subject. class VII SMP Negeri 6 Singaraja for the 2022/2023 academic year, and (3) testing the effectiveness of interactive multimedia based on the Missouri Mathematics Project in the mathematics subject for class VII students at SMP Negeri 6 Singaraja for the 2022/2023 academic year. This research is development research with the ADDIE development research model (analyze, design, development, implementation, evaluation). The data collected are quantitative data and qualitative data using 3 data collection methods, namely interviews, questionnaires, objective tests. Data were analyzed using quantitative descriptive analysis and inferential statistical analysis. The results of this study indicate that (1) The design and development of interactive multimedia based on the Missouri Mathematics Project uses the ADDIE model (analyze, design, development, implementation, evaluation). (2) The interactive multimedia based on the Missouri Mathematics Project is valid with: (a) the results of the review by the learning content experts get very good qualifications with a percentage of (97.33%), (b) the results of the review by learning design experts get very good qualifications with a percentage of (96%), (c) the results of the review of learning media experts received very good qualifications with a percentage of (95%), (d) the results of individual trials received very good qualifications with a percentage of (93.7%), and (e) the results the small group trials received very good qualifications with a percentage of (92.47%). (3) The development of interactive multimedia based on the Missouri Mathematics Project in mathematics is effectively used for class VII students of SMP Negeri 6 Singaraja.

Key Words: Development, Interactive Multimedia, Missouri Mathematics Project, Mathematics.