

PENGEMBANGAN MULTIMEDIA INTERAKTIF BERPENDEKATAN KONTEKSTUAL PADA PELAJARAN BAHASA INGGRIS SISWA KELAS IV SD AL-HIJRIYAH KEROBOKAN TAHUN AJARAN 2022/2023

Oleh

Linda Wahyuningsih, NIM 1911021022

Program Studi Teknologi Pendidikan

ABSTRAK

Penelitian ini bertujuan untuk: (1) mengetahui rancang bangun pengembangan multimedia interaktif berpendekatan kontekstual, (2) mengetahui validitas multimedia interaktif berpendekatan kontekstual (3) mengetahui efektivitas multimedia interaktif berpendekatan kontekstual pada mata pelajaran Bahasa Inggris kelas IV di SD AL-Hijriyah Kerobokan Badung. Jenis penelitian ini adalah pengembangan dengan menggunakan model ADDIE. Pengumpulan data dilakukan dengan metode pencatatan dokumen, wawancara, kuisioner dan tes. Analisis data yang digunakan adalah analisis deskriptif kualitatif, kuantitatif dan statistika inferensial. Hasil dari penelitian ini adalah (1) Multimedia interaktif dikembangkan dengan model ADDIE melalui 5 tahapan (*analyze, design, development, implementation, evaluation*); (2) validitas multimedia interaktif berdasarkan dari hasil review ahli isi dan ahli media sebesar 96% , hasil review ahli desain sebesar 94,66% , hasil dari uji coba perorangan sebesar 95,88% dan uji coba kelompok kecil sebesar 98,21% (3) efektivitas multimedia interaktif menunjukkan rata-rata pre-test 53,49 dan nilai *posttest* 81,79. Setelah dilakukan perhitungan dengan menggunakan uji-t diperoleh hasil t_{hitung} sebesar $12.595 > t_{tabel}$ 2.074. sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, multimedia interaktif berpendekatan kontekstual untuk kelas IV di SD Al-Hijriyah yang dikembangkan efektif untuk meningkatkan hasil belajar siswa Bahasa Inggris.

Kata Kunci: Model ADDIE, Multimedia Interaktif, Pendekatan Kontekstual.

DEVELOPMENT OF INTERACTIVE MULTIMEDIA WITH A CONTEXTUAL APPROACH TO ENGLISH LESSONS FOR CLASS IV STUDENTS OF SD AL-HIJRIYAH KEROBOKAN IN ACADEMIC YEAR 2022/2023

By

Linda Wahyuningsih, NIM 1911021022

Study Program Teknologi Pendidikan

ABSTRACT

This study aims to: (1) find out the design and development of interactive multimedia with a contextual approach, (2) find out the validity of interactive multimedia with a contextual approach (3) find out the effectiveness of interactive multimedia with a contextual approach in English. This type of research is development using the ADDIE model. Data collection was carried out by recording documents, interviews, questionnaires and tests. The data analysis used is descriptive qualitative analysis, quantitative and inferential statistics. The results of this study are (1) Interactive multimedia is developed using the ADDIE model through 5 stages (analyze, design, development, implementation, evaluation); (2) the validity of interactive multimedia based on the results of the review by content experts and media experts was 96%, the results of the design expert's review were 94.66%, the results of individual trials were 95.88% and small group trials were 98.2% (3) the effectiveness of interactive multimedia shows an average pre-test of 52.2 and a post-test score of 81.9. After calculating using the t-test, the results obtained are t_{count} of 12,595 > t_{table} 2,074. So H_0 is rejected and H_1 is accepted. Thus, interactive multimedia with a contextual approach which was developed is effective for improving students' learning outcomes in English.

Keywords: ADDIE Model, Interactive Multimedia, Contextual Approach.