PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS PENDEKATAN KONTEKSTUAL PADA PEMBELAJARAN IPA MATERI PERUBAHAN WUJUD BENDA KELAS V SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan rancangan bangun media, menguji validitas, kepraktisan, serta efektivitas multimedia interaktif berbasis pendekatan kontekstual pada pembelajaran IPA materi perubahan wujud benda kelas V sekolah dasar. Model penelitian yang digunakan dalam penelitian ini adalah model ADDIE. Model ADDIE terdiri dari lima tahap, yaitu: analisis, desain, pengembangan, implementasi, dan evaluasi. Objek pengembangan pada penelitian ini adalah validitas, kepraktisan, dan efektivitas dan subjeknya adalah multimedia interaktif berbasis pendekatan kontekstual pada pembelajaran IPA materi perubahan wujud benda kelas V sekolah dasar. Metode pengumpulan data yang digunakan yaitu metode penilaian skala, observasi, dan tes. Hasil penelitian pengembangan multimedia interaktif berbasis pendekatan kontekstual yang dikembangkan adalah valid, praktis dan efektif diterapkan dalam proses pembelajaran yang dibuktikan melalui uji validitas dari ahli materi 0,90, ahli desain pembelajaran 0,92, ahli media 0,92; uji kepraktisan dari uji coba perorangan 98,03%, uji coba kelompok kecil 97,5% dan observasi keterlaksanaan kegiatan pembelajaran sebesar 96,67%; serta hasil uji efektivitas dengan uji-t memperoleh hasil t_{hitung} = 8,35 dan nilai t_{tabel} = 1,69. Untuk dk = 34 dengan taraf signifikansi 5% yang artinya H0 ditolak dan H1 diterima. Perolehan nilai *N-gain score* data *pretest* dan *posttest* memperoleh nilai *N-gain Score* yaitu 77% termasuk pada kategori efektif. Jadi, dapat disimpulkan bahwa pengembangan multimedia interaktif berbasis pendekatan kontekstual efektif diterapkan pada muatan IPA materi perubahan wujud benda untuk siswa kelas V SD.

Kata Kunci : Multimedia Interaktif, Kontekstual, IPA

THE DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON A CONTEXTUAL APPROACH TO LEARNING IPA MATERIAL CHANGES IN THE FORM OF OBJECTS GRADE V ELEMENTARY SCHOOL

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ABSTRACT

This study aims to develop interactive multimedia based on problem-based learning This study aims to develop a media design, test the validity, practicality, and effectiveness of interactive multimedia based on a contextual approach to learning science material on changes in the form of objects in grade V elementary schools. The research model used in this research is the ADDIE model. The ADDIE model consists of five stages, namely: analysis, design, development, implementation, and evaluation. The object of development in this study is validity, practicality, and effectiveness and the subject is interactive multimedia based on a contextual approach to learning science material on changes in the form of objects in grade V elementary school. The data collection methods used are the scale assessment method, observation, and tests. The results of the research on the development of interactive multimedia based on the contextual approach developed are valid, practical and effective in the learning process as evidenced by the validity test from material experts 0.90, learning design experts 0.92, media experts 0.92; practicality test from individual trials 98.03%, small group trials 97.5% and observation of the implementation of learning activities of 96.67%; and the results of the effectiveness test with the t-test obtained the results $thitung$ = 8.35 and the value $ttabel$ = 1.69. For dk = 34 with a significance level of 5%, which means H0 is rejected and H1 is accepted. The acquisition of the N-gain score value of pretest and posttest data obtained an N-gain Score value of 77% including in the effective category. So, it can be concluded that the development of interactive multimedia based on a contextual approach is effectively applied to the science content of material changes in the form of objects for grade V elementary school students.

Keywords: *Interactive Multimedia, Contextual, Science*