

PENGEMBANGAN MULTIMEDIA INTERAKTIF *PROBLEM BASED LEARNING* PADA MATA PELAJARAN MATEMATIKA SISWA KELAS VII DI SMP NEGERI 6 SINGARAJA

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ABSTRAK

Penelitian ini dilakukan dengan tujuan untuk: (1) mendeskripsikan rancang bangun pengembangan multimedia interaktif *problem based learning* pada mata pelajaran matematika siswa kelas VII di SMP Negeri 6 Singaraja, (2) mengetahui validitas uji ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, uji coba perorangan, dan uji coba kelompok kecil pada produk multimedia interaktif *problem based learning* pada mata pelajaran matematika siswa kelas VII di SMP Negeri 6 Singaraja, (3) mendeskripsikan efektivitas multimedia interaktif *problem based learning* pada mata pelajaran matematika siswa kelas VII di SMP Negeri 6 Singaraja setelah digunakan dalam pembelajaran. Jenis penelitian ini yaitu penelitian pengembangan dengan model ADDIE yang meliputi lima tahapan sistematis di dalamnya. Hasil dari penelitian ini menunjukkan bahwa (1) Proses rancang bangun pengembangan multimedia pembelajaran interaktif dengan *problem based learning* ini dikembangkan melalui tahap model ADDIE yang terdiri atas lima tahapan yaitu tahap analisis, desain, pengembangan, implementasi dan evaluasi, (2) Multimedia interaktif *problem based learning* valid dengan (a) hasil review uji ahli isi pembelajaran diperoleh skor sebesar 92% dengan kualifikasi sangat baik, (b) uji ahli desain pembelajaran diperoleh skor sebesar 92% dengan kualifikasi sangat baik, (c) uji ahli media pembelajaran diperoleh skor sebesar 95% dengan kualifikasi sangat baik (d) uji coba perorangan memperoleh skor sebesar 95.56% dengan kualifikasi sangat baik (e) uji coba kelompok kecil memperoleh skor sebesar 89,49% dengan kualifikasi baik, (3) multimedia pembelajaran interaktif *problem based learning* efektif digunakan dalam pembelajaran matematika materi himpunan kelas VII di SMP Negeri 6 Singaraja.

Kata-kata Kunci: Pengembangan, Multimedia Interaktif, *Problem Based Learning*.

ABSTRACT

This research was conducted with the aim of: (1) describing the design and development of interactive multimedia based on learning problems in mathematics class VII students, (2) knowing the test validity of learning content experts, learning design experts, learning media experts, individual trials, and small group trials on interactive problem-based learning multimedia products in mathematics for class VII students, (3) a description of the effectiveness of multimedia interactive problem-based learning in mathematics for class VII students after being used in learning. This type of research is development research with the ADDIE model which includes five systematic stages in it. The results of this study indicate that (1) the design process for the development of interactive learning multimedia with problem-based learning is developed through the ADDIE model stage which consists of five stages, namely the analysis, design, development, implementation and evaluation stages, (2) problem-based interactive multimedia valid learning with (a) the results of the review of learning content experts obtained a score of 92% with very good qualifications, (b) the learning design expert test obtained a score of 92% with very good qualifications, (c) the learning media expert test obtained a score of 95 % with very good qualifications (d) individual trials obtained a score of 95.56% with very good qualifications (e) small group trials obtained a score of 89.49% with good qualifications, (3) interactive multimedia learning effective problem-based learning used in learning mathematics material for class VII cottage at SMP Negeri 6 Singaraja.

Key Words: Development, Interactive Multimedia, Problem Based Learning.

