

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS  
PENDEKATAN KONTEKSTUAL PADA MUATAN IPAS MATERI  
TUMBUHAN SUMBER KEHIDUPAN DI BUMI KELAS IV SD NO. 2  
DARMASABA**

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**ABSTRAK**

Penelitian ini bertujuan mengetahui rancang bangun, kualitas, dan efektivitas Multimedia Interaktif Berbasis Pendekatan Kontekstual Pada Muatan IPAS Materi Tumbuhan Sumber Kehidupan di Bumi Kelas IV SD No. 2 Darmasaba. Penelitian ini merupakan penelitian pengembangan dengan menerapkan model pengembangan ADDIE yang meliputi beberapa tahap yaitu (a) analisis, (b) perancangan, (c) pengembangan, (d) implementasi, dan (e) evaluasi. Metode pengumpulan data menggunakan metode kuesioner dan metode tes objektif pilihan ganda 4 opsi. Data hasil penelitian dianalisis dengan teknik deskriptif kuantitatif dan statistik inferensial uji-t. Hasil penelitian menemukan bahwa (1) Rancang bangun multimedia interaktif hasil penilaian ahli rancang bangun sebesar 90,90% dengan kualifikasi sangat baik. (2) Kualitas multimedia interaktif berbasis pendekatan kontekstual menunjukkan hasil penilaian ahli isi sebesar 93,33% dengan kualifikasi sangat baik, uji ahli desain instruksional sebesar 95% dengan kualifikasi sangat baik; ahli media pembelajaran sebesar 92,85% dengan kualifikasi sangat baik; hasil uji coba perorangan sebesar 94,44% dengan kualifikasi sangat baik; dan uji coba kelompok kecil sebesar 99,92% dengan kualifikasi sangat baik. (3) Efektivitas multimedia interaktif berbasis pendekatan kontekstual berdasarkan hasil uji-t diperoleh  $t_{hitung} = 23,913$  untuk  $db = 16$  dan taraf signifikan  $5\% = 2,120$ . Hal ini berarti  $t_{hitung} > t_{tabel}$ , sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa multimedia interaktif berbasis pendekatan kontekstual efektif digunakan pada muatan IPAS Materi Tumbuhan Sumber Kehidupan di Bumi Kelas IV SD No. 2 Darmasaba.

**Kata Kunci:** Multimedia Interaktif, Pendekatan Kontekstual, Muatan IPAS

## **ABSTRACT**

*This research aims to determine the design, quality and effectiveness of Interactive Multimedia Based on a Contextual Approach in Science Content, Plant Material, Source of Life on Earth, Class IV Elementary School No. 2 Darmasaba. This research is development research by applying the ADDIE development model which includes several stages, namely (a) analysis, (b) design, (c) development, (d) implementation, and (e) evaluation. The data collection method uses a questionnaire method and a 4-option multiple choice objective test method. The research data were analyzed using quantitative descriptive techniques and t-test inferential statistics. The results of the research found that (1) The results of the interactive multimedia design assessment by design experts were 90.90% with very good qualifications. (2) The quality of interactive multimedia based on a contextual approach shows the results of the content expert assessment of 93.33% with very good qualifications, the instructional design expert test of 95% with very good qualifications; learning media expert at 92.85% with very good qualifications; individual test results of 94.44% with very good qualifications; and small group trials of 99.92% with very good qualifications. (3) The effectiveness of interactive multimedia based on a contextual approach based on the t-test results obtained  $t_{count} = 23.913$  for  $db = 16$  and a significance level of  $5\% = 2.120$ . This means  $t_{count} > t_{table}$ , so  $H_0$  is rejected and  $H_1$  is accepted. Thus, the results of this research indicate that interactive multimedia based on a contextual approach is effectively used in the science content on Plants, Sources of Life on Earth, Class IV SD No. 2 Darmasaba.*

**Keywords:** *Interactive Multimedia, Contextual Approach, IPAS Content*