

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS
PENDEKATAN KONTEKSTUAL MATERI NAMA DAN LAMBANG
BILANGAN PADA MUATAN MATEMATIKA KELAS III
SD NEGERI 1 PEJENG KAJA**

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ABSTRAK

Penelitian ini bertujuan (1) mendeskripsikan rancang bangun pengembangan multimedia interaktif berbasis pendekatan kontekstual materi nama dan lambang bilangan pada muatan matematika, (2) mengetahui kelayakan pengembangan multimedia interaktif berbasis pendekatan kontekstual materi nama dan lambang bilangan pada muatan matematika, (3) mengetahui efektivitas pengembangan multimedia interaktif berbasis pendekatan kontekstual materi nama dan lambang bilangan pada muatan matematika. Metode pengumpulan data yang digunakan adalah metode observasi, wawancara, kuesioner dan tes. Teknik analisis data yang digunakan pada penelitian ini yaitu deskriptif kuantitatif, deskriptif kualitatif, statistik deskriptif dan statistik inferensial. Hasil penelitian pengembangan ini yaitu (1) rancang bangun penelitian menggunakan berupa flowchart, story board, diagram alir dengan model pengembangan ADDIE, (2) multimedia interaktif dinyatakan layak berdasarkan penilaian uji ahli isi mata pelajaran sebesar 95,00% dengan kualifikasi sangat baik, uji ahli desain intruksional sebesar 92,50% dengan kualifikasi sangat baik, uji ahli media pembelajaran sebesar 93,75% dengan kualifikasi sangat baik, uji coba perorangan sebesar 93,33% dengan kualifikasi sangat baik, uji coba kelompok kecil sebesar 89,61% dengan kualifikasi baik, (3) Berdasarkan perhitungan menggunakan rumus uji-t sample dependent diperoleh $t_{hitung} = 9,963$ yang selanjutnya dibandingkan dengan taraf signifikansi 5% dengan $dk = n - 1 = 25 - 1 = 24$ diperoleh nilai $t_{tabel} = 1,711$. Hasil tersebut menunjukkan bahwa $t_{hitung} > t_{tabel}$, maka H_0 ditolak dan H_1 diterima. Sehingga multimedia interaktif berbasis pendekatan kontekstual efektif diterapkan pada materi nama dan lambang bilangan di kelas III SD Negeri 1 Pejeng Kaja.

Kata Kunci : pengembangan, multimedia interaktif, kontekstual, matematika.

ABSTRACT

This research aims to (1) describe the design and development of interactive multimedia based on a contextual approach to name and number symbol material in mathematical content, (2) determine the feasibility of developing interactive multimedia based on a contextual approach to name and number symbol material in mathematical content, (3) determine the effectiveness of development interactive multimedia based on a contextual approach to the material of names and number symbols in mathematical content. The data collection methods used are observation, interviews, questionnaires and tests. The data analysis techniques used in this research are quantitative descriptive, qualitative descriptive, descriptive statistics and inferential statistics. The results of this development research are (1) research design using flowcharts, story boards, flow diagrams with the ADDIE development model, (2) interactive multimedia declared feasible based on subject content expert test assessment of 95.00% with very good qualifications, test instructional design experts were 92.50% with very good qualifications, learning media expert tests were 93.75% with very good qualifications, individual trials were 93.33% with very good qualifications, small group trials were 89.61% with good qualifications, (3) Based on calculations using the dependent sample t-test formula, $t_{count} = 9.963$, which is then compared with the 5% significance level with $dk = n - 1 = 25 - 1 = 24$, the value $t_{table} = 1.711$. These results show that $t_{count} > t_{table}$, then H_0 is rejected and H_1 is accepted. So that interactive multimedia based on a contextual approach is effectively applied to material on names and number symbols in class III of SD Negeri 1 Pejeng Kaja.

Keywords: *development, interactive multimedia, contextual, mathematics.*

