

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF
PADA IMPLEMENTASI PROFIL PELAJAR PANCASILA DALAM
MEMBENTUK KARAKTER SISWA KELAS VII DI
SMP NEGERI 2 SAWAN**

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ABSTRAK

Penelitian ini dilatar belakangi oleh kurangnya pemahaman siswa terhadap implementasi profil pelajar pancasila terkhusus pada enam dimensi profil pelajar pancasila. Dikarenakan kurangnya pemanfaatan media pembelajaran yang diberikan oleh pendidik, metode mengajar yang digunakan guru monoton ceramah dan lebih berfokus pada text book. Oleh karena itu, diperlukan adanya sebuah media pembelajaran interaktif yang dapat membantu guru dalam menyampaikan materi terhadap siswa dan mempermudah siswa dalam memahami dan mewujudkan Profil Pelajar Pancasila, khususnya melalui pendidikan karakter. Penelitian ini merupakan jenis penelitian *research and Development (R&D)* dengan model pengembangan MDLC (*Multimedia Development Life Cycle*). Hasil kevalidan yang diperoleh dari penelitian berdasarkan uji ahli isi serta uji ahli media memperoleh nilai rata-rata sebesar 1,00 yang termasuk ke dalam kategori “Sangat Tinggi”. Kemudian hasil pengujian efektifitas memperoleh nilai N-Gain sebesar 0,7818 yang termasuk dalam kriteria “Tinggi”. Hasil perhitungan data penyebaran angket respon siswa didapatkan rata-rata 88% termasuk ke dalam kriteria “Baik”. Sehingga pengembangan multimedia pembelajaran interaktif pada implementasi profil pelajar pancasila dalam membentuk karakter siswa kelas VII layak digunakan.

Kata Kunci : Multimedia Pembelajaran Interaktif, Profil Pelajar Pancasila

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA
LEARNING IN THE IMPLEMENTATION OF PANCASILA STUDENT
PROFILES IN FORMING THE CHARACTER OF CLASS VII STUDENTS
AT JUNIOR HIGH SCHOOL COUNTRY 2 SAWAN**

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ABSTRACT

This research was motivated by students' lack of understanding of the implementation of the Pancasila student profile, especially the six dimensions of the Pancasila student profile. Due to the lack of use of learning media provided by educators, the teaching method used by teachers is monotonous lectures and focuses more on text books. Therefore, it is necessary to have interactive learning media that can help teachers in conveying material to students and make it easier for students to understand and realize the Pancasila Student Profile, especially through character education. This research is a type of research and development (R&D) research with the MDLC (Multimedia Development Life Cycle) development model. The validity results obtained from research based on content expert tests and media expert tests obtained an average value of 1.00 which is included in the "Very High" category. Then the effectiveness testing results obtained an N-Gain value of 0.7818 which is included in the "High" criteria. The results of calculating data on the distribution of student questionnaire responses showed that an average of 88% was included in the "Good" criteria. So that the development of interactive learning multimedia in the implementation of the Pancasila student profile in forming the character of class VII students is suitable for use.

Keywords: *Interactive Learning Multimedia, Profile of Pancasila Students*