

**PENGEMBANGAN MULTIMEDIA INTERAKTIF
BERBASIS *CONTEXTUAL TEACHING AND LEARNING* MATERI
KALIMAT EFEKTIF PADA MATA PELAJARAN BAHASA INDONESIA
KELAS IV SD NEGERI 1 SESETAN, DENPASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) rancang bangun multimedia interaktif berbasis *contextual teaching and learning* materi kalimat efektif pada mata pelajaran Bahasa Indonesia kelas IV SD Negeri 1 Sesetan, (2) validitas multimedia interaktif berbasis *contextual teaching and learning* materi kalimat efektif pada mata pelajaran Bahasa Indonesia ditinjau dari isi, desain, media, uji coba perorangan, dan uji coba kelompok kecil kelas IV SD Negeri 1 Sesetan, (3) efektivitas multimedia interaktif berbasis *contextual teaching and learning* materi kalimat efektif pada mata pelajaran Bahasa Indonesia kelas IV SD Negeri 1 Sesetan, Denpasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode tes berupa soal pilihan ganda untuk mengetahui hasil belajar siswa terkait materi kalimat efektif. Hasil penelitian pengembangan ini berupa (1) rancang bangun multimedia interaktif berdasarkan hasil penilaian ahli rancang bangun sebesar 93,18%, (2) multimedia interaktif ini dinyatakan layak berdasarkan hasil penilaian ahli isi sebesar 96,87%, penilaian ahli desain sebesar 92,5%, penilaian ahli media pembelajaran sebesar 93,18%, uji coba perorangan sebesar 92,26%, dan uji coba kelompok kecil sebesar 93,85%, (3) berdasarkan uji-t *sample dependent* diperoleh nilai $t_{hitung} = 13,894$ sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = (27 - 1) + (27 - 1) = 52$ diperoleh nilai $t_{tabel} = 2,007$. Hasil tersebut menunjukkan $t_{hitung} (13,894) > t_{tabel} (2,007)$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa multimedia interaktif berbasis *contextual teaching and learning* efektif diterapkan dalam pembelajaran materi kalimat efektif pada mata pelajaran Bahasa Indonesia kelas IV SD Negeri 1 Sesetan, Denpasar.

Kata Kunci: pengembangan, multimedia interaktif, *contextual teaching and learning*, kalimat efektif.

ABSTRACT

This research aims to determine (1) the design of interactive multimedia based on contextual teaching and learning effective sentence material in Indonesian language subjects for class IV SD Negeri 1 Sesetan, (2) the validity of interactive multimedia based on contextual teaching and learning effective sentence material in language subjects Indonesia in terms of content, design, media, individual trials and small group trials for class IV SD Negeri 1 Sesetan, (3) the effectiveness of interactive multimedia based on contextual teaching and learning effective sentence material in class IV Indonesian language subjects at SD Negeri 1 Sesetan , Denpasar. This research uses the ADDIE development model. The data collection method was carried out through a test method in the form of multiple choice questions to determine student learning outcomes related to effective sentence material. The results of this development research are (1) interactive multimedia design based on the results of the design expert's assessment of 93.18%, (2) this interactive multimedia was declared feasible based on the results of the content expert's assessment of 96.87%, the design expert's assessment of 92.5 %, the assessment of learning media experts was 93.18%, individual trials were 92.26%, and small group trials were 93.85%, (3) based on the sample dependent t-test, the tcount value was obtained = 13.894 while the ttable value in The significance level is 5% and dk = (27 – 1) + (27– 1) = 52, the value of ttable = 2.007. These results show tcount (13.894) > ttable (2.007), so that H0 is rejected and H1 is accepted. Thus, it can be concluded that interactive multimedia based on contextual teaching and learning is effectively applied in learning effective sentence material in class IV Indonesian language subjects at SD Negeri 1 Sesetan, Denpasar.

Keywords: *development, interactive multimedia, contextual teaching and learning, effective sentences.*