

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS MODEL
DRILL AND PRACTICE MATERI OPERASI HITUNG
PENJUMLAHAN DAN PENGURANGAN BILANGAN CACAH
KELAS IV SDN 4 NYALIAN**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, mengetahui kelayakan multimedia interaktif berbasis model *drill and practice*, dan mengetahui efektifitas multimedia interaktif berbasis model *drill and practice*. Produk diuji oleh 1 ahli isi materi pelajaran, 1 ahli desain instruksional, 1 ahli desain media pembelajaran, serta dengan subjek penelitian 3 orang siswa uji coba perorangan, 12 orang siswa uji coba kelompok kecil, dan uji efektivitas menggunakan 21 orang siswa. Model penelitian yang digunakan yaitu model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian pengembangan ini menggunakan metode pengumpulan data dengan observasi, wawancara, kuesioner, dan tes. Teknik analisis data yang digunakan adalah analisis deskriptif kualitatif, deskriptif kuantitatif, dan statistik inferensial. Hasil penelitian yang diperoleh adalah (1) Rancang bangun multimedia interaktif menggunakan model pengembangan ADDIE, (2) kualitas multimedia interaktif oleh uji ahli isi materi pelajaran diperoleh hasil 89,58% dengan kategori baik, uji ahli desain instruksional diperoleh hasil 91% dengan katagori sangat baik, uji ahli desain media pembelajaran diperoleh hasil 90% dengan katagori sangat baik, uji coba perorangan diperoleh hasil 87,89% dengan katagori baik, dan uji coba kelompok kecil diperoleh hasil 88,85% dengan kategori baik, (3) efektivitas multimedia interaktif berdasarkan hasil uji-t diperoleh t_{hitung} sebesar 5,288 dan t_{tabel} sebesar 2,085, artinya $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_a diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa Multimedia Interaktif Berbasis Model *Drill and Practice* layak dan efektif diterapkan untuk kelas IV Semester I pada materi operasi hitung penjumlahan dan pengurangan bilangan cacah sampai 1.000.

Kata-kata kunci: Multimedia interaktif, Model *Drill and Practice*

ABSTRACT

This study aims to describe the design, determine the feasibility of interactive multimedia based on the drill and practice model, and determine the effectiveness of interactive multimedia based on the drill and practice model. The product was tested by 1 subject matter content expert, 1 instructional design expert, 1 learning media design expert, and with research subjects of 3 individual trial students, 12 small group trial students, and effectiveness testing using 21 students. The research model used is the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). This development research uses data collection methods with observation, interviews, questionnaires, and tests. The data analysis techniques used were descriptive qualitative analysis, descriptive quantitative analysis, and inferential statistics. The results of the research obtained are (1) Designing interactive multimedia using the ADDIE development model, (2) the quality of interactive multimedia by the subject matter content expert test obtained 89,58% with a good category, the instructional design expert test obtained 91% with a very good category, the learning media design expert test obtained 90% with very good category, Individual trials obtained results of 87,89% with good categories, and small group trials obtained results of 88.85% with good categories, (3) the effectiveness of interactive multimedia based on the results of the t-test obtained t_{count} of 5,288 and t_{table} of 2,085, meaning $t_{count} > t_{table}$, so H_0 is rejected and H_a is accepted. Thus the results of this study indicate that Interactive Multimedia Based on the Drill and Practice Model is feasible and effective for class IV Semester I on the material of arithmetic operations of addition and subtraction of numerical numbers up to 1.000.

Keywords: *Interactive Multimedia, Drill and Practice Model*