PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS BLENDED LEARNING PADA MATA PELAJARAN IPA MATERI PESAWAT SEDERHANA DI SMP NEGERI 1 SUKASADA

Oleh

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ABSTRAK

Penelitian ini dilatar belakangi oleh kurangnya pemahaman dan minat belajar siswa pada materi pesawat sederhana karena pembelajaran yang kurang bervariasi, sehingga peneliti mengembangkan multimedia interaktif berbasis blended learning pada materi pesawat sederhana. Tujuan penelitian ini untuk mengembangkan multimedia interaktif berbasis blended learning yang dapat meningkatkan minat dan motivasi belajar siswa. Jenis Penelitian ini merupakan Research and Development (R&D) menggunakan model pengembangan ADDIE (Analyze, Design, Development, Implementation, Evaluation). Hasil kevalidan yang diperoleh berdasarkan uji ahli isi dan uji ahli desain dan media memperoleh nilai rata-rata sebesar 1,00 yang termasuk dalam kategori "Sangat Valid". Hasil dari uji efektivitas pada penelitian ini dilakukan menggunakan rumus N-Gain memperoleh nilai efektivitas sebesar 0,7 yang dapat dikategorikan "Efektif". Berdasarkan dari uji respon siswa memperoleh nilai rata-rata sebesar 60,4 yang dapat dikategorikan "Praktis" dan dari hasil respon guru memperoleh nilai rata-rata sebesar 41 yang dapat dikategorikan "Sangat Praktis" sehingga multimedia interaktif ini layak digunakan.

Kata Kunci: *Multimedia Interaktif, Pesawat Sederhana, Blended Learning.*

DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON BLENDED LEARNING OF SIMPLE MACHINE SUBJECT ON 1st NATIONAL JUNIOR HIGH SCHOOL OF SUKASADA

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ABSTRACT

This research was conducted due to lack of students' knowledge and interest in learning towards simple machine subject. That sort of isue caused by the lack of variation of learning media used by teachers and students so the writer decided to develop Interactive Multimedia Based on Blended Learning of Simple Machine subject on 1st National Junior High School of Sukasada. The purpose of this research is to be developing the interactive multimedia based on blended learning that able to increase motivation and interest in studying simple machine subject of students. The type of this research is R&D (research and development) using ADDIE (Analyze, Design, Development, Implementation, and Evaluation) development model. The validity results obtained from this research were based on subject learning expert test and design & media expert test. The average value of both test is 1.00 wich categorized as "Very Valid". Result from effectivity test was obtained by using N-gain normalization formula that shown 0,7 as an effectivity value and categorized as "effective". Each of both teacher and students' response tests obtained average value of 60,4 (categorized as "practicle") and 41 (categorized as "very practical") so this interactive multimedia is suitable for use.

Key word: Interactive Multimedia, Simple Machine, Blended Learning.