

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERPENDEKATAN
KONTEKSTUAL UNTUK MENINGKATKAN HASIL BELAJAR PADA
MATA PELAJARAN PENDIDIKAN PANCASILA KELAS V DI SD
NEGERI 1 PANJI ANOM TAHUN PELAJARAN 2024/2025**

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ABSTRAK

Penelitian ini dilakukan dengan tujuan untuk: (1) mendeskripsikan rancang bangun pengembangan Multimedia Interaktif berpendekatan kontekstual pada mata pelajaran pendidikan pancasila kelas V di SDN 1 Panji Anom, (2) mengetahui validitas pengembangan Multimedia Interaktif berpendekatan kontekstual pada mata pelajaran pendidikan pancasila kelas V di SDN 1 Panji Anom, (3) mengetahui kepraktisan pengembangan Multimedia Interaktif berpendekatan kontekstual pada mata pelajaran pendidikan pancasila kelas V di SDN 1 Panji Anom (4) mendeskripsikan efektivitas pengembangan Multimedia Interaktif berpendekatan kontekstual pada mata pelajaran pendidikan pancasila kelas V di SDN 1 Panji Anom. Jenis penelitian ini yaitu penelitian pengembangan dengan model ADDIE yang meliputi lima tahapan sistematis didalamnya. Hasil dari penelitian ini menunjukkan bahwa (1) Proses rancang bangun pengembangan multimedia interaktif ini dikembangkan melalui tahap model ADDIE yang terdiri atas lima tahapan yaitu tahap analisis, desain, pengembangan, implementasi dan evaluasi, (2) Validitas terdiri dari uji validitas ahli dan uji coba produk. Hasil uji validitas ahli: (a) uji ahli isi materi pembelajaran diperoleh skor 92,30% kualifikasi sangat baik, (b) uji ahli desain pembelajaran diperoleh skor 94,54% kualifikasi sangat baik, dan (c) uji ahli media pembelajaran diperoleh skor 95% kualifikasi sangat baik. Hasil uji coba produk: (a) uji coba perorangan diperoleh skor 96,86% kualifikasi sangat baik, (b) uji coba kelompok kecil diperoleh skor 96,27% kualifikasi sangat baik, dan (c) uji coba lapangan diperoleh skor 95,40% kualifikasi sangat baik; (3) Uji kepraktisan oleh guru memperoleh skor 96% kualifikasi sangat baik, (4) Efektivitas multimedia interaktif dilihat dari perbedaan rata-rata *pre-test* 38,23 dan *post-test* 87,5. Nilai *post-test* berada di atas KKTP, disimpulkan bahwa penggunaan multimedia interaktif efektif untuk meningkatkan hasil belajar kelas IV di SDN 1 Panji Anom.

Kata Kunci: Pengembangan, Multimedia Interaktif, ADDIE, Pendekatan Kontekstual

**DEVELOPMENT OF CONTEXTUAL-BASED INTERACTIVE
MULTIMEDIA TO IMPROVE LEARNING OUTCOMES IN PANCASILA
EDUCATION SUBJECT FOR GRADE V STUDENTS AT SD NEGERI 1
PANJI ANOM ACADEMIC YEAR 2024/2025**

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ABSTRACT

This study is a development study that aims to: (1) describe the design and development of contextual-based interactive multimedia for the Pancasila Education subject in grade V at SDN 1 Panji Anom, (2) determine the validity of the interactive multimedia, (3) determine its practicality, and (4) describe how effective it is. (3) Assess the usefulness of the contextually based interactive multimedia for the Pancasila Education course in grade V at SDN 1 Panji Anom, and (4) explain its efficacy. Using the five methodical stages of the ADDIE model, this research is a development study. The study's findings demonstrate that: (1) the design and development process adhered to the ADDIE model, which consists of stages for analysis, design, development, implementation, and evaluation; and (2) expert validation and product trials were used to evaluate validity. Results of expert validation showed that the content expert had a very excellent qualification score of 92.30%, the instructional design expert had a very good qualification score of 94.54%, and the media expert had a very high qualification score of 95%. Results of the product trial: (a) the individual trial received 96.86% (very good), (b) the small group trial received 96.27% (very good), and (c) the field trial received 95.40% (very good); (3) the teacher's practicality test received a score of 96% (very good); and (4) the difference in average scores between the pre-test (38.23) and the post-test (87.5) demonstrated the efficacy of the interactive multimedia. The usage of interactive multimedia is successful in enhancing learning outcomes for grade V students at SDN 1 Panji Anom, as indicated by the post-test score exceeding the minimum mastery criteria.

Keywords: Contextual Approach, ADDIE, Interactive Multimedia, and Development