

PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS PEMBELAJARAN *ENTREPRENEURSHIP* MINYAK TANDUSAN MATERI KEBUTUHAN KITA PADA SISWA KELAS IV C DI SD NEGERI TULANGAMPIANG

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ABSTRAK

Penelitian ini bertujuan (1) untuk mendeskripsikan rancang bangun pengembangan multimedia interaktif berbasis pembelajaran *entrepreneurship* minyak tandusan materi kebutuhan kita pada siswa kelas IV C SD Negeri Tulangampiang, (2) untuk mengetahui kelayakan pengembangan multimedia interaktif berbasis pembelajaran *entrepreneurship* minyak tandusan materi kebutuhan kita pada siswa kelas IV C SD Negeri Tulangampiang, (3) untuk mengetahui efektivitas pengembangan multimedia interaktif berbasis pembelajaran *entrepreneurship* minyak tandusan materi kebutuhan kita pada siswa kelas IV C SD Negeri Tulangampiang. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode tes berupa tes hasil belajar dan metode nontes berupa angket/kuesioner dan wawancara tak terstruktur. Hasil penelitian pengembangan ini berupa (1) rancang bangun multimedia interaktif berdasarkan hasil penilaian ahli rancang bangun sebesar 93,18% yang dikualifikasikan sangat baik, (2) multimedia interaktif dinyatakan layak berdasarkan hasil penilaian ahli isi pembelajaran sebesar 93,75% yang dikualifikasikan sangat baik, penilaian ahli desain pembelajaran sebesar 95% yang dikualifikasikan sangat baik, penilaian ahli media pembelajaran sebesar 95% yang dikualifikasikan sangat baik, uji coba perorangan sebesar 93,44% yang dikualifikasikan sangat baik dan uji coba kelompok kecil sebesar 92,46% yang dikualifikasikan sangat baik, (3) berdasarkan uji t *sample dependent* diperoleh nilai $t_{hitung} = 39,414$ sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = n - 1 = 30 - 1 = 29$ diperoleh nilai $t_{tabel} = 2,045$. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Maka disimpulkan bahwa multimedia interaktif berbasis pembelajaran *entrepreneurship* minyak tandusan materi kebutuhan kita dan kegiatan ekonomi efektif diterapkan pada siswa kelas IV C SD Negeri Tulangampiang.

Kata Kunci: pengembangan, multimedia interaktif, *entrepreneurship*, minyak tandusan

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON
LEARNING OF ENTERPRISE OIL ENTREPRENEURSHIP ON OUR
NEEDS FOR STUDENTS OF GRADE IV C AT SD Negeri
TULANGAMPIANG**

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ABSTRACT

This study aims to (1) describe the design and construction of interactive multimedia development based on learning of entrepreneurship of barren oil on our needs material for students of grade IV C of SD Negeri Tulangampiang, (2) to determine the feasibility of developing interactive multimedia based on learning of entrepreneurship of barren oil on our needs material for students of grade IV C of SD Negeri Tulangampiang, (3) to determine the effectiveness of developing interactive multimedia based on learning of entrepreneurship of barren oil on our needs material for students of grade IV C of SD Negeri Tulangampiang. This study uses the ADDIE development model. The data collection method is carried out through a test method in the form of a learning outcome test and a non-test method in the form of a questionnaire and unstructured interviews. The results of this development research are in the form of (1) interactive multimedia design based on the assessment results of design experts of 93.18% which is qualified as very good, (2) interactive multimedia is declared feasible based on the assessment results of learning content experts of 93.75% which is qualified as very good, learning design expert assessment of 95% which is qualified as very good, learning media expert assessment of 95% which is qualified as very good, individual trials of 93.44% which is qualified as very good and small group trials of 92.46% which is qualified as very good, (3) based on the dependent sample t test, the calculated t value is 39.414 while the t table value at a significance level of 5% and $dk = n - 1 = 30 - 1 = 29$, the t table value is 2.045. These results indicate that $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted. It is concluded that interactive multimedia based on learning entrepreneurship oil in the form of our needs and economic activities is effectively applied to students of class IV C of Tulangampiang State Elementary School.

Keywords: *development, interactive multimedia, entrepreneurship, oil in the form of our needs and economic activities*