

PENGEMBANGAN MULTIMEDIA PEMBELAJARAN BERORIENTASI BUDAYA LOKAL PADA MATERI SISTEM SARAF KELAS XI SMA

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui rancang bangun, validitas, dan kepraktisan multimedia pembelajaran berorientasi budaya lokal pada materi sistem saraf manusia kelas XI SMA. Penelitian ini merupakan jenis penelitian dan pengembangan (*Research and Development*) dengan menggunakan model pengembangan ADDIE yang terdiri dari tahap analisis (*analyze*), desain, (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). Penelitian ini berlokasi di SMA Negeri 1 Singaraja. Pada penelitian ini dilakukan uji validitas dan uji kepraktisan. Uji validitas dilakukan oleh 2 ahli media dan 2 ahli materi, sedangkan uji kepraktisan dilakukan oleh 3 guru biologi dan 35 peserta didik kelas XI di SMA Negeri 1 Singaraja. Berdasarkan penelitian yang telah dilakukan, diperoleh hasil bahwa: (1) Rancang bangun multimedia pembelajaran yang dikembangkan terdiri dari bagian pendahuluan (halaman judul, petunjuk penggunaan media, menu, capaian pembelajaran, dan tujuan pembelajaran), inti (teks, audio, gambar, video yang berkaitan dengan materi dan budaya lokal), dan penutup (evaluasi, *games*, glosarium, daftar pustaka, dan profil pengembang media). (2) Validitas media memperoleh skor 93,75% dan validitas materi memperoleh skor 88,75%. Kedua hasil skor tersebut dikategorikan sangat valid. (3) Hasil uji kepraktisan oleh guru memperoleh skor 95% dan hasil uji kepraktisan oleh peserta didik memperoleh skor 92,2%. Kedua hasil skor tersebut dikategorikan sangat praktis. Dengan demikian, multimedia pembelajaran berorientasi budaya lokal pada materi sistem saraf manusia dinyatakan sangat valid dan sangat praktis untuk digunakan dalam kegiatan pembelajaran.

Kata-kata Kunci: ADDIE, budaya lokal, multimedia pembelajaran, sistem saraf manusia.

**DEVELOPMENT OF LOCAL CULTURE-ORIENTED LEARNING
MULTIMEDIA ON NERVOUS SYSTEM MATERIAL FOR 11TH GRADE
HIGH SCHOOL STUDENTS**

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ABSTRACT

This research aims to determine the design, validity, and practicality of locally-oriented multimedia learning materials on the human nervous system for 11th grade high school students. This research is a type of research and development (R&D) using the ADDIE development model, which consists of the following stages: analysis, design, development, implementation, and evaluation. The research was located at SMA Negeri 1 Singaraja. In this research, validity and practicality tests were conducted. The validity test was carried out by 2 media experts and 2 subject matter experts, while the practicality test was carried out by 3 biology teachers and 35 students in the 11th grade at SMA Negeri 1 Singaraja. Based on the research conducted, the following results were obtained: (1) The multimedia learning design developed consists of an introduction (title page, media use instructions, menu, learning outcomes, and learning objectives), main content (text, audio, images, and videos related to the lesson material and local culture), and concluding sections (evaluation, games, glossary, bibliography, and media developer profile). (2) The validity of the media received a score of 93.75%, and the validity of the material received a score of 88.75%. Both scores were categorized as very valid. (3) The practicality test results by teachers received a score of 95%, and the practicality test results by students received a score of 92.2%. Both scores were categorized as very practical. Therefore, the multimedia learning material oriented on local culture regarding the human nervous system is deemed highly valid and highly practical for use in learning activities.

Keywords: ADDIE, human nervous system, local culture, multimedia learning.