

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
KONTEKSTUAL TERHADAP HASIL BELAJAR BAHASA
INDONESIA TENTANG KOSA
KATA KELAS II**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis kontekstual guna meningkatkan hasil belajar Bahasa Indonesia materi kosakata pada siswa kelas II SDN 4 Suwug. Penelitian menggunakan model pengembangan ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian yaitu ahli materi, ahli media, guru kelas II, serta siswa kelas II sebagai pengguna media. Data dikumpulkan melalui wawancara, observasi, angket validasi, angket kepraktisan, serta tes *pre-test* dan *post-test*. Hasil penelitian menunjukkan bahwa: (1) media pembelajaran interaktif telah berhasil dirancang dengan memadukan teks, gambar, audio, video, dan latihan soal berbasis kontekstual; (2) validitas media berada pada kategori sangat baik, dengan penilaian ahli materi dan ahli media yang menunjukkan media layak digunakan; (3) media dinyatakan praktis berdasarkan respons guru dan siswa yang menunjukkan tingkat kemudahan, kemenarikan, serta kebermanfaatan yang sangat tinggi; dan (4) media efektif dalam meningkatkan hasil belajar siswa, dibuktikan melalui peningkatan skor *post-test* dibandingkan *pre-test*. Dengan demikian, media pembelajaran interaktif berbasis kontekstual yang dikembangkan layak, praktis, dan efektif digunakan dalam pembelajaran Bahasa Indonesia materi kosakata di kelas II sekolah dasar.

Kata Kunci : Media pembelajaran interaktif, pembelajaran kontekstual, hasil belajar, kosakata, Bahasa Indonesia.

***DEVELOPMENT OF CONTEXTUAL-BASED INTERACTIVE LEARNING
MEDIA ON INDONESIAN LANGUAGE LEARNING OUTCOMES ON
VOCABULARY FOR GRADE II students***

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ABSTRACT

This study aims to develop contextually based interactive learning media to improve Indonesian language learning outcomes on vocabulary for grade II students at SDN 4 Suwug. The study used the ADDIE development model, which includes analysis, design, development, implementation, and evaluation stages. The research subjects were material experts, media experts, grade II teachers, and grade II students as media users. Data were collected through interviews, observations, validation questionnaires, practicality questionnaires, and pre- and post-tests. The results showed that: (1) the interactive learning media was successfully designed by combining text, images, audio, video, and contextually based practice questions; (2) The validity of the media is in the very good category, with assessments from material experts and media experts indicating that the media is suitable for use; (3) the media is declared practical based on teacher and student responses that indicate a very high level of ease, interest, and usefulness; and (4) the media is effective in improving student learning outcomes, as evidenced by an increase in post-test scores compared to pre-test scores. Thus, the developed contextual-based interactive learning media is suitable, practical, and effective for use in Indonesian language vocabulary learning in grade II of elementary school.

Keywords: *Interactive learning media, contextual learning, learning outcomes, vocabulary, Indonesian.*