

# **PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS STEAM DENGAN ISPRING SUITE 11 PADA MATERI SISTEM KOMPUTER DI SMP NEGERI 1 KINTAMANI**

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## **ABSTRAK**

Pembelajaran informatika pada materi sistem komputer di SMP Negeri 1 Kintamani masih didominasi metode konvensional dan belum di dukung oleh media pembelajaran digital yang interaktif. Berdasarkan angket yang telah disebarakan peserta didik menginginkan media pembelajaran yang lebih menarik dan bervariasi untuk mendukung proses pembelajaran. Oleh karena itu, penelitian ini memberikan solusi berupa pengembangan multimedia interaktif berbasis STEAM (*science, technology, engineering, art, mathematics*) dengan ispring suite 11 pada materi sistem komputer di SMP Negeri 1 Kintamani. Penelitian ini memiliki tujuan untuk mengembangkan multimedia interaktif serta mengetahui bagaimana respon pendidik dan peserta didik terhadap media pembelajaran yang dikembangkan. Pada penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi beberapa tahap *analysis, design, development, implementation, dan evaluation*. Hasil validasi ahli isi menunjukkan kategori sangat valid, sedangkan uji coba perorangan, kelompok kecil, dan uji coba lapangan memperoleh kategori sangat baik. Respon dari pendidik dan peserta didik berada pada kategori sangat positif. Temuan penelitian ini menunjukkan bahwa multimedia interaktif Berbasis STEAM (*science, technology, engineering, art, mathematics*) yang dikembangkan layak digunakan sebagai penunjang pembelajaran informatika khususnya sistem komputer.

**Kata Kunci :** Ispring suite 11, Sistem Komputer, STEAM (*science, technology, engineering, art, mathematics*)

***STEAM-BASED INTERACTIVE MULTIMEDIA DEVELOPMENT WITH  
ISPRING SUITE 11 ON COMPUTER SYSTEMS AT SMP NEGERI 1  
KINTAMANI***

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***ABSTRACT***

*Informatics learning on computer systems material at SMP Negeri 1 Kintamani is still dominated by conventional methods and is not supported by interactive digital learning media. Based on the questionnaire that has been distributed, students want more interesting and varied learning media to support the learning process. Therefore, this study provides a solution in the form of developing interactive multimedia based on STEAM (science, technology, engineering, art, and mathematics) with iSpring Suite 11 on computer systems material at SMP Negeri 1 Kintamani. This study aims to develop interactive multimedia and determine how educators and students respond to the developed learning media. This study uses the Research and Development (R&D) method with the ADDIE model which includes several stages of analysis, design, development, implementation, and evaluation. The results of content expert validation show a very valid category, while individual trials, small groups, and field trials obtained a very good category. The responses from educators and students are in the very positive category. The findings of this study indicate that the interactive multimedia based on STEAM (science, technology, engineering, art, and mathematics) developed is suitable for use as a support for informatics learning, especially computer systems.*

*Keywords: ISpring Suite 11, Computer Systems, STEAM (science, technology, engineering, art, and mathematics).*