PENGEMBANGAN MULTIMEDIA INTERAKTIF PADA MATA PELAJARAN MATEMATIKA SISWA KELAS III DI SD NEGERI 1 PAKET AGUNG PADA TAHUN PELAJARAN 2019/2020

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Abstrak

Penelitian ini merupakan penilitian pengembangan dengan model *ADDIE*. Tujuan dari peneilitian ini adalah mendeskripsikan proses pengembangan multimedia interaktif matematika dan mendeskripsikan hasil validitas produk multimedia interaktif matematika. Metode yang digunakan dalam pengumpulan data yaitu wawancara, pencatatan dokumen, observasi dan kuesioner. Hasil penelitian meliputi; proses pengembangan multimedia interaktif matematika yang terdiri dari lima tahapan, yaitu: analisis, desain, pengembangan, implementasi, dan evaluasi; hasil uji validasi yang dilakukan oleh para ahli dan subyek uji coba produk menunjukkan bahwa multimedia interaktif matematika valid berdasarkan: (a) hasil *review* ahli isi pembelajaran dengan kualifikasi sangat baik (97,77%), (b) hasil *review* ahli desain pembelajaran dengan kualifikasi sangat baik (91,42%), (c) hasil *review* ahli media pembelajaran dengan kualifikasi sangat baik (96,66%), (d) hasil uji coba perorangan dengan kualifikasi sangat baik (94%), (e) dan hasil uji coba kelompok kecil dengan kualifikasi sangat baik (93,33%). Jadi, penelitian menunjukkan bahwa multimedia interaktif matematika berada pada kualifikasi sangat baik. Manfaat dari penelitian ini adalah Menghasilkan multimedia interaktif untuk memfasilitasi proses pembelajaran siswa di kelas khususnya mata pelajaran matematika dan membantu guru menciptakan kondisi belajar yang menyenangkan bagi siswa di dalam kelas.

Kata-Kata Kunci : Multimedia Interaktif, Matematika, ADDIE

DEVELOPMENT OF MATHEMATICS INTERACTIVE MULTIMEDIA ON THIRD GRADE ELEMENTARY SCHOOL STUDENTS

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Abstract

This research was motivated by the problem of low mathematics learning outcomes on third grade elementary school students. This research was a development research which applied ADDIE model. The purposes of this research were to describe the process of developing mathematics interactive multimedia and to describe the results of the mathematics interactive multimedia validity products. The methods used in data collection were interviews, document recording, observation and questionnaire. The research results were about; the mathematics interactive multimedia development process which consisted of five stages, namely: analysis, design, development, implementation, and evaluation; the results of validation test conducted by experts and product trial subjects showed that the mathematics interactive multimedia was valid based on: (a) the review result of learning content experts with very good qualifications (97.77%), (b) the review result of learning design experts with very good qualifications (91.42%), (c) the review result of instructional media experts with very good qualifications (96.66%), (d) the result of individual trials with very good qualifications (94%), (e) and the result of small group trials with very good qualifications (93.33%). Thus, the research showed that mathematics interactive multimedia had excellent qualification. The benefits of this research were to produce an interactive multimedia with the intention of facilitating the students learning process in class, especially for mathematics subject and to help teachers in creating pleasant learning conditions for students in the classroom.

Keywords: *Interactive Multimedia, Mathematics, ADDIE*