

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS MULTIMEDIA PADA MATA PELAJARAN INFORMATIKA KELAS VII DI SMP NEGERI 1 SERIRIT

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ABSTRAK

Mata pelajaran Informatika saat ini dipelajari kembali peserta didik merasa sulit dalam mengolah mata pelajaran ini dan terlihat monoton apalagi pada jenjang pendidikan sebelumnya (Sekolah Dasar) mereka belum pernah mendapat mata pelajaran Informatika jadi mata pelajaran ini masih sangat awam. Padahal di era sekarang ini pemanfaatan komputer dalam bidang pendidikan sangat penting karena sekarang kita berada di era industri 4.0 yang memanfaatkan teknologi yang seharusnya mata pelajaran Informatika di pelajari sejak dini. Maka dari itu peneliti berkeinginan membantu siswa SMPN 1 Seririt membuat media pembelajaran interaktif berbasis multimedia agar bisa lebih mudah mempelajari dan dapat memotivasi siswa belajar Informatika khususnya materi Berpikir Komputasional. Selain itu fasilitas di SMPN 1 Seririt juga sangat memadai dan mendukung dalam pelajaran Informatika ini. Konsep pada media pembelajaran ini tidak berfokus dengan materi saja jadi peneliti menambahkan audio, video visual, animasi dan quiz yang akan di coba oleh siswa nantinya. Peneliti menggunakan bantuan Software Articulate Storyline 3 untuk pembuatan media ini. Metode perancangan penelitian ini menggunakan Multimedia Development Life Cycle (MDLC) yang terdiri dari 6 tahapan, yaitu *Concept, Design, Material collecting, Assembly, Testing, dan Distribution*. Beberapa pengujian dilakukan untuk mengetahui tingkat keefektifan media pembelajaran berkonsep multimedia, yang diantaranya ialah uji Ahli isi dengan hasil presensate 100%, uji ahli media diperoleh 100%.

Kata Kunci : Media pembelajaran Interaktif, Informatika, Berpikir Komputasional, MDLC

**DEVELOPMENT OF MULTIMEDIA BASED INTERACTIVE LEARNING
MEDIA IN INFORMATICS CLASS VII IN SMP NEGERI 1 SERIRIT**

By

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ABSTRACT

The Informatics subject is currently still relatively new so students find it difficult to process this subject and it looks monotonous, moreover at the previous education level (Elementary School) they have never received Informatics subjects so this subject is still very common. Even though in the current era the use of computers in the field of education is very important because now we are in the industrial era 4.0 which utilizes technology that should be studied in Informatics subjects from an early age. Therefore, the researcher wants to help students of SMPN 1 Seririt to make interactive media based on the learning of multimedia. So, the students can learn easily and can motivate students to learn Informatics, especially Computational Thinking material. In addition, the facilities at SMPN 1 Seririt are very adequate and supportive in the Informatics lesson. The concept of this learning media not only focused on the material, so the researcher added the audio, video visuals, animation and quizzes that used by the students. The researcher used the Articulate Storyline 3 software to make this media. This research design method used the Multimedia Development Life Cycle (MDLC) which consists of 6 stages, namely Concept, Design, Collecting the Material, Assembling, Testing, and Distribution. The several tests were carried out to determine the level of effectiveness of the multimedia concept learning media, including the content expert test with 100% percentage results, the media expert test obtained 100%.

Key Words : Interactive Learning Media, Informatics, Computational Thinking, MD