

**PENGEMBANGAN MULTIMEDIA INTERAKTIF PADA MATA
PELAJARAN IPA KELAS VI SEMESTER GENAP TAHUN AJARAN
2019/2020 DI SD NEGERI 1 BANJAR BALI**

Oleh

I Kadek Dwi Candra Ardana Yasa, NIM 1611021034

Prodi Teknologi Pendidikan

ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun multimedia interaktif pada muatan pelajaran IPA. (2) mendeskripsikan kualitas hasil validitas pengembangan multimedia interaktif pada muatan pelajaran IPA menurut para ahli dan uji coba produk. Subjek penelitian yaitu: 1 ahli mata pelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, 3 siswa untuk uji coba perorangan, dan 6 siswa untuk uji coba kelompok kecil. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan DDD-E (*Decide, Design, Develop and Evaluate*). Data yang dikumpulkan adalah data kuantitatif dan kualitatif. Pengumpulan data menggunakan metode observasi, wawancara, pencatatan dokumen, dan kuesioner/angket. Analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian (1) Rancang bangun multimedia interaktif pada muatan pelajaran IPA dengan menggunakan model pengembangan DDD-E yang meliputi tahapan: (a) tahap *decide*, (b) tahap *design*, (c) tahap *develop*, dan (d) tahap *evaluate*. (2) Multimedia interaktif pada muatan pelajaran IPA dikatakan valid dengan: (a) hasil review ahli isi mata pelajaran menunjukkan multimedia interaktif sangat baik dengan persentase (95,50%), (b) hasil review ahli desain pembelajaran menunjukkan multimedia interaktif sangat baik dengan persentase (94,00%), (c) hasil review ahli media menunjukkan multimedia interaktif sangat baik dengan persentase (91,00%), (d) hasil uji perorangan menunjukkan multimedia interaktif sangat baik dengan persentase (91,10%), (e) hasil uji kelompok kecil menunjukkan game education sangat baik dengan persentase (92,58%).

Kata Kunci : multimedia interaktif, DDD-E, IPA.

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA IN SCIENCE
LESSON CLASS VI EVEN SEMESTER IN 2019/2020 ACADEMIC YEAR
IN SD NEGERI 1 BANJAR BALI**

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I Kadek Dwi Candra Ardana Yasa, NIM 1611021034

Educational Technology Study Program

ABSTRACT

This study aims to (1) describe the interactive multimedia design in science lessons. (2) describe the quality of the validity results of interactive multimedia development in science lessons according to experts and product trials. The research subjects were: 1 subject expert, 1 instructional design expert, 1 instructional media expert, 3 students for individual trials, and 6 students for small group trials. This research is a development research that uses the DDD-E development model (Decide, Design, Develop and Evaluate). The data collected are quantitative and qualitative data. Data collection using the method of observation, interviews, document recording, and questionnaires / questionnaires. The data analysis used was descriptive qualitative analysis techniques and quantitative descriptive. The results of the study (1) The design of interactive multimedia on science subject content using the DDD-E development model which includes the following stages: (a) the decision stage, (b) the design stage, (c) the development stage, and (d) the evaluation stage. (2) Interactive interactive in science lessons is said to be valid by: (a) The results of the subject matter expert review show that interactive multimedia is very good with a proportion (95.50%), (b) The results of the expert review of learning design show that interactive multimedia is very good with proportions (94.00%), (c) the results of the media expert's review showed that interactive multimedia was very good with the proportion (91.00%), (d) the individual test results showed very good interactive multimedia with the proportion (91.10%), (e) the results of the small group test showed very good game education with a proportion (92.58%).

Keywords: *interactive multimedia, DDD-E, IPA.*