PENGEMBANGAN MULTIMEDIA INTERAKTIF BERORIENTASI PENDEKATAN KONTEKSTUAL MUATAN IPA MATERI SUMBER ENERGI KELAS IV SD NOMOR 5 ABIANSEMAL TAHUN AJARAN 2020/2021

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ABSTRAK

Penelitian pengembangan bertujuan untuk mengetahui rancang bangung multimedia interaktif berorientasi pendekatan kontekstual muatan IPA materi sumber energi kelas IV SD Nomor 5 Abiansemal dan mengetahui kelayakan multimedia interaktif berorientasi pendekatan kontekstual muatan IPA materi sumber energi kelas IV SD Nomor 5 Abiansemal. Subjek uji penelitian pengembangan ini adalah ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan siswa kelas IV di SD Nomor 5 Abiansemal sebagai subjek uji coba. Penelitian pengembangan ini menggunakan model pengembangan DDD-E (*Decide, Design, Develop, & Evaulate*) sebagai langkah-langkah sistematis pada proses pengembangan produk. Metode pengumpulan data pada penelitian ini menggunakan metode observasi, angket dan wawancara tak terstruktur. Teknik analisis data menggunakan teknik analisis data deskriptif kualitatif dan teknik analisis data kuantitatif. Hasil penelitian pengembangan ini adalah produk multimedia interaktif meliputi hasil (1) Deskripsi proses pengembangan multimedia interaktif berorientasi pendekatan kontekstual yaitu tahap menetapkan, desain, pengembangan, dan evaluasi. (2) Multimedia interaktif dinyatakan layak berdasarkan hasil uji produk meliputi: (a) hasil penilaian ahli ini pembelajaran memperoleh persentase skor (94,50%) dengan kualifikasi sangat baik, (b) hasil penilaian ahli desain pembelajaran memperoleh persentase skor (94,23%) dengan kualifikasi sangat baik, (c) hasil penilaian ahli media pembelajaran memperoleh persentase skor (91,17%) dengan kualifikasi sangat baik, (d) hasil penilaian siswa melalui uji coba perorangan memperoleh persentase skor (93,33%) dengan kualifikasi sangat baik. Dari hasil uji ahli dan uji coba dapat disimpulkan bahwa multimedia interaktif berorientasi pendekatan kontekstual layak digunakan pada proses pembelajaran.

Kata-kata kunci: pengembangan, multimedia interaktif, IPA, kontekstual

ABSTRACT

This development research aims to determine the design of interactive multimedia building with a contextual approach to the IPA content of energy source material for class IV SD Number 5 Abiansemal and to find out the feasibility of interactive multimedia oriented contextual approach to the IPA content of energy sources class IV SD Number 5 Abiansemal. The research subjects of this development research were learning content experts, instructional design experts, instructional media experts and fourth grade students at SD No.5 Abiansemal as the trial subjects. This development research uses the DDD-E development model (Decide, Design, Develop, & Evaulate) as systematic steps in the product development process. Methods of data collection in this study using the method of observation, questionnaires and unstructured interviews. The data analysis technique used descriptive qualitative data analysis techniques and quantitative data analysis techniques. The results of this development research are interactive multimedia products including the results (1) Description of the interactive multimedia development process oriented to a contextual approach, namely the stages of setting, design, development, and evaluation. (2) Interactive multimedia is declared feasible based on product test results including: (a) the results of this expert's assessment of learning get a percentage score (94.50%) with very good qualifications, (b) the results of expert assessment of learning designs get a percentage score (94.23). %) with very good qualifications, (c) the results of the assessment of instructional media experts obtained a percentage score (91.17%) with very good qualifications, (d) the results of student assessments through individual trials obtained a percentage score (93.33%) with qualifications very good. From the results of expert testing and testing, it can be concluded that interactive multimedia with a contextual approach is appropriate for use in the learning process.

Key words: development, interactive multimedia, science, contextual