

**PENGEMBANGAN MULTIMEDIA INTERAKTIF UNTUK MATA
PELAJARAN IPA KELAS VIII DI SEKOLAH MENENGAH PERTAMA**

Rendita Septiadi, NIM. 1615051082

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email: rendita.septiadi@gmail.com

ABSTRAK

Jika media belajarnya tak memadai serta tempat tak menunjang akan bisa akibatkan hasil belajar siswa tak maksimal pula. Harus ada multimedia interaktif untuk IPA khususnya yang diteliti lokasinya di SMPN 2 Sawan. Perancangan media pembelajaran berbasis multimedia interaktif ini merupakan jenis penelitian *Research and Development (R & D)* dan memakai *Multimedia Development Life Cycle (MDLC)* ada enam: *Concpet, Design, Material Collecting, Assembly, Testing, dan Distribution*. Hasil Pengujiannya ahli isi materi dapat skor 1,00 (sangat tinggi) dan hasil pengujiannya ahli media dapat skor 1,00 (sangat tinggi). Sedangkan hasil perhitungan data penyebaran angket respon siswa didapatkan rata-rata 82% dan Kalau konversi ke tabel kriteria penggolongan respon jadinya sangat baik. Kemudian hasil pengujian efektivitas memperoleh nilai N-Gain sebesar 0,7636 yang termasuk kriteria tinggi.

Kata Kunci: Media Pembelajaran, Multimedia Interaktif, MDLC, Mata Pelajaran Ilmu Pengetahuan Alam.

DEVELOPMENT OF INTERACTIVE MULTIMEDIA FOR THE SCIENCE SUBJECT OF CLASS VIII IN JUNIOR HIGH SCHOOL

Rendita Septiadi, NIM. 1615051082

Education of Informatics Engineering Study Program

Majoring in Education of Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Email: rendita.septiadi@gmail.com

ABSTRACT

If the media learning is not adequate and where no support will be able to bring on the learning outcomes of students don't also the maximum. There should be a multimedia interactive for SCIENCE, especially ditrliti those of you in SMP 2 Sawan. The design of learning media based interactive multimedia this is a type of research is Research and Development (R & D) and wear Multimedia Development Life Cycle (MDLC) there are six: Concpet, Design, Material Collecting, Assembly, Testing, and Distribution. The results of the Test expert content material can be a score of 1.00 (very high) and the results of the test media experts can be the score of 1.00 (very high). While the results of the calculation of the data of the questionnaire responses of students achieved an average of 82% and If the conversion to a table of criteria for the classification of response to be very good. Then the results of testing the effectiveness of the obtained value of N-Gain of 0,7636 which belongs to the high criteria.

Keywords: Media Learning, Interactive Multimedia, MDLC, Science.