

ABSTRAK

Francisca Devi Romanasari. 2018. Pengembangan Media Pembelajaran Matematika Berbasis *Adobe Flash CS3 Professional* Pada Materi Kubus dan Balok Ditinjau dari Prestasi Belajar dan Kepercayaan Diri Siswa SMP Negeri 1 Ngawen. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma, Yogyakarta.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran matematika berbasis *Adobe Flash CS3 Professional* yang valid, praktis, dan efektif ditinjau dari prestasi belajar dan kepercayaan diri siswa.

Jenis penelitian ini adalah penelitian dan pengembangan. Model prosedural penelitian dan pengembangan yang digunakan adalah menurut Borg and Gall. Tahapan pengembangan yang dilakukan meliputi: (1) *Research and information collecting*, (2) *Planning*, (3) *Develop preliminary form a product*, (4) *Preliminary field testing*, (5) *Main product revision*. Penelitian ini dilaksanakan pada bulan April 2017. Subjek penelitian ini adalah siswa kelas VIII F SMP Negeri 1 Ngawen. Teknik pengumpulan data yang digunakan adalah wawancara, observasi keterlaksanaan RPP, pemberian angket kepercayaan diri, dan tes. Lembar validasi digunakan untuk mengetahui validitas media pembelajaran matematika dan RPP yang dikembangkan. Wawancara guru dan siswa serta observasi keterlaksanaan RPP digunakan untuk mengetahui kepraktisan. Pengisian angket kepercayaan diri dan tes digunakan untuk mengetahui keefektifan media pembelajaran matematika berbasis *Adobe Flash CS3 Professional*.

Hasil penelitian menunjukkan bahwa pengembangan media pembelajaran matematika berbasis *Adobe Flash CS3 Professional* yang dikembangkan berkualitas, yakni memenuhi kriteria valid, praktis, dan efektif. Media pembelajaran matematika berbasis *Adobe Flash CS3 Professional* dan RPP sebagai pendukung dinyatakan valid oleh pakar dengan kategori "Baik" (B) dan layak diujicobakan dengan revisi. Media pembelajaran matematika mencapai kriteria praktis ditinjau dari mudah penggunaan dan bermanfaat berdasarkan hasil wawancara guru dan siswa, serta hasil persentase skor rata-rata observasi keterlaksanaan RPP yaitu 97,5% dengan kategori "Sangat tinggi" (A). Media pembelajaran matematikatelah memenuhi kriteria efektif berdasarkan hasil persentase peningkatan kepercayaan diri sebanyak 93,33% dan didukung dengan hasil wawancara dengan siswa, serta berdasarkan hasil tes, persentase ketuntasan sebanyak 77%.

Kata kunci :Media Pembelajaran Matematika berbasis *Adobe Flash CS3 Professional*, Prestasi, Kepercayaan Diri.

ABSTRACT

Francisca Devi Romanasari. 2018. Development of Mathematics Learning Media Based of Adobe Flash CS3 Professional On Content of Cube and Beam Viewed From Student Achievement and Self-Esteem on Students of Junior High School 1 Ngawen. Mathematics Education Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University, Yogyakarta.

This study aims to produce mathematics learning media based on Adobe Flash CS3 Professionalis valid, practical, and effective in terms of student achievement and self-confidence.

The type of this study is research and development. The procedural model of research and development which is used is taken from Borg and Gall. The development stage includes: (1) Research and information collecting, (2) Planning, (3) Develop preliminary form a product, (4) Preliminary field testing, (5) Main product revision. This study was conducted in April 2017. The subjects are the students of VIII F class, in SMP Negeri 1 Ngawen. Data collection techniques used were interviews, observation of the implementation of RPP, self-confidence questionnaire, and tests. The validation sheet is used to determine the validity of the math learning medium and the developed RPP. Interviews of teachers, students, and observation of the implementation of RPP are used to determine practicality. Confirmation questionnaires and tests are used to determine the effectiveness of math learning media based Adobe Flash CS3 Professional.

The results showed that the development of math learning media based on Adobe Flash CS3 Professional developed is qualified, fulfill the valid criteria, practical, and effective. Adobe Flash CS3 Professional and RPP based instructional media are qualified by the experts with the category "Good" (B) and are worth of trial with revision. Mathematics learning media reaches practical criteria in terms of easy to use and useful, based on the teacher and student interview result, and with the result of the average percentage observation score of RPP implementation that is 97,5% with category "Very high" (A). Mathematics learning media has fulfilled the effective criteria based on the percentage of confidence improvement as much as 93.33% and supported by the results of interviews with students, and based on test results, the percentage of mastery as much as 77%.

Keywords: *Mathematics Learning Media based of Adobe Flash CS3 Professional, Achievement, Self Confidence.*