

ABSTRAK

PENGEMBANGAN MULTIMEDIA INTERAKTIF SEBAGAI MEDIA PEMBELAJARAN AKUNTANSI PADA MATERI JURNAL PENYESUAIAN UNTUK SISWA SMA KELAS XI

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Penelitian ini bertujuan untuk mengembangkan produk multimedia interaktif yang layak digunakan untuk siswa kelas XI SMA dalam mata pelajaran akuntansi, khususnya materi jurnal penyesuaian.

Jenis penelitian ini adalah penelitian dan pengembangan yang menggunakan prosedur pengembangan menurut Dick & Carey, yaitu: (1) melakukan analisis kebutuhan dan tujuan, (2) melakukan analisis pembelajaran, (3) melakukan analisis pembelajar dan konteks, (4) merumuskan tujuan performasi, (5) mengembangkan instrumen, (6) mengembangkan strategi pembelajaran, (7) mengembangkan dan memilih bahan pembelajaran, (8) merancang dan melakukan evaluasi formatif, yang terdiri dari empat tahap, yaitu: validasi ahli materi dan validasi ahli media, uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan, (9) melakukan revisi produk. Subjek uji coba adalah siswa kelas XII SMA Negeri 1 Ngaglik. Data penilaian kualitas multimedia, dan saran untuk revisi produk dikumpulkan dengan kuesioner. Data analisis dengan statistik deskriptif.

Hasil penelitian menunjukkan bahwa produk multimedia interaktif yang dikembangkan layak digunakan dalam proses pembelajaran. Hal ini ditunjukkan oleh hasil penilain produk multimedia pada: (1) validasi ahli materi, termasuk dalam kriteria “baik” dengan rata-rata skor sebesar 4,17; (2) validasi ahli media, termasuk dalam kriteria ”sangat baik” dengan skor rata-rata sebesar 4,53; (3) uji coba perorangan, termasuk dalam kriteria “baik” dengan skor rata-rata sebesar 4,20; (4) uji coba kelompok kecil, termasuk dalam kriteria “sangat baik:” dengan skor rata-rata sebesar 4,31; (5) uji coba lapangan, termasuk dalam kriteria “sangat baik” dengan skor rata-rata sebesar “4, 36”.

ABSTRACT

**THE DEVELOPMENT OF INTERACTIVE MULTIMEDIA AS
ACCOUNTING LEARNING MEDIA ON THE ADJUSTMENT JOURNAL
MATERIALS FOR THE ELEVENTH GRADE OF SENIOR HIGH SCHOOL
STUDENTS**

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This research aims to develop the product of interactive learning multimedia which is appropriate to the eleventh grade students of Senior High School students in learning accounting, especially the adjusting journal material.

This is the research and development that uses the procedures of development according to Dick & Carey, which is done by: (1) analysing the needs and goals, (2) analysing learning, (3) analysing the learners and contexts, (4) formulating a goal performance, (5) developing instruments, (6) developing instructional strategy, (7) developing and selecting instructional materials, (8) designing and conducting formative evaluation of instruction, which consists of four steps: the validity done by the experts of material and media, individual trial, small groups trial, and field trial, (9) revising product. The subjects of this research were groups of the twelfth grade students of Senior High School students Negeri 1 Ngaglik. Multimedia quality assessment data, suggestions for revisions to the product were analyzed by descriptive statistics.

The results show that the product of interactive multimedia which was developed is appropriate in learning process. It is shown by the result of the assesment on multimedia product: (1) validation matter, done by material experts is in "a good caterory" with the average score is 4,17; (2) validation media, done by media expert is in "a very good category" with the average score is 4,53; (3) individual trial, on multimedia product is in "a good category" with the average score is 4,20; (4) small group trial, on multimedia product is in "a very good category" with the average score is 4,31; (5) filed trial, on multimedia product is in "a very good category" with the average score is 4,36.