

PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

ABSTRAK

Saputra, Agus Prima Robet. (2012). *Pengembangan Multimedia Interaktif dengan Pendekatan PAKEMATIK Pada Mata Pelajaran IPS Kelas IV Sekolah Dasar*. Skripsi. Yogyakarta: Program Studi Pendidikan Guru Sekolah Dasar Universitas Sanata Dharma.

Penelitian ini bertujuan untuk mengembangkan multimedia interaktif materi mengenal perkembangan teknologi produksi, komunikasi dan transportasi serta pengalaman menggunakannya yang mencakup interaktivitas dengan pendekatan PAKEMATIK di kelas IV.

Jenis penelitian yang digunakan adalah penelitian pengembangan *Research and Development (R&D)*. Data yang dikumpulkan bersifat kualitatif dan kuantitatif. Penelitian ini menggunakan empat tahap. Pertama, analisis kebutuhan. Kedua, pengembangan program pembelajaran. Ketiga, memproduksi *software* multimedia interaktif. Keempat, validasi, uji coba, dan revisi produk. Validasi dilakukan oleh satu orang ahli materi (pendidik) dan dua orang ahli media. Subjek uji coba penelitian terdiri atas peserta didik SD Kanisius Kotabaru 1. Uji coba terdiri dari tiga tahap: uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan. Data yang dikumpulkan dengan kuesioner dan wawancara. Data berupa hasil penilaian mengenai kualitas produk dan saran untuk merevisi produk, yang selanjutnya dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa produk multimedia interaktif yang dikembangkan layak digunakan dalam pembelajaran IPS kelas IV SD. Hal ini ditunjukkan oleh: (1) Penilaian dari skala lima dari ahli materi termasuk dalam kriteria *sangat baik* dengan rata-rata skor sebesar 4,3. (2) Ahli media menilai aspek tampilan sebesar 4,5; aspek penyajian sebesar 4,5; dan aspek pemrograman sebesar 4,6, sehingga dapat disimpulkan bahwa produk yang dikembangkan termasuk dalam kriteria *sangat baik* dengan rata-rata skor sebesar 4,53. (3) Dalam uji coba perorangan seluruh peserta didik menilai *sangat baik* dengan rata-rata skor sebesar 4,75. (4) Hasil uji coba kelompok kecil menunjukkan bahwa produk yang dikembangkan termasuk dalam kriteria *sangat baik* dengan rata-rata skor sebesar 4,55. (5) Hasil uji coba lapangan menunjukkan bahwa produk pembelajaran yang dikembangkan termasuk dalam kriteria *sangat baik* dengan rata-rata skor sebesar 4,88.

Kata kunci: pengembangan, multimedia interaktif, pendekatan PAKEMATIK

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ABSTRACT

Saputra, Agus Prima Robet, (2012). The Development of Interactive Multimedia Using PAKEMATIK Approach of Social Subject for Elementary School Grade IV. Thesis. Yogyakarta: Elementary School Teacher Education Study Program Sanata Dharma University.

This research aimed to develop interactive multimedia in the material of recognizing of production technological development, transportation, and communication as well as the experience of using it that included the interactivity by using PAKEMATIK approach in SD grade IV. The methodology used in this research is Research and Developmental (R&D). The data is gathered in the form of qualitative and quantitative data. This research used four steps. The first step was need analysis. The second was development of learning program. The third was producing interactive multimedia software. The fourth were validation, test and product revision.

Validation was done by a material expert (educator) and two of media experts. The participant of this research was the student of SD Kanisius Kotabaru 1. The test were consisted of three steps: personal test, small group test, and field test. The instruments used in this research were questionnaire and interview. The data collected were the results of assessment of product quality and advice for product revision. Then the researcher analyzed it through descriptive research.

The result be the research showed that the interactive multimedia product was suitable to used in learning Social subject for elementary school grade IV. It can be seen from: (1) Assessment from the material expert which showed the excellent criteria with the average score reached 4.3. (2) The media expert assessed the layout aspect with the score reached 4.5; the score of presentation aspect reached 4.5; and the programming aspect with the score reached 4.6. As a result, the products were included in excellent criteria with the average score reached 4.53. (3) In the personal test all the student gave the excellent grade with the average score reached 4.75. (4) The result of small group test showed that the product included to excellent criteria with the average score reached 4.55. (5) The result of field test showed that the learning product included to excellent criteria with the average score reached 4.88.

Keywords: development, interactive multimedia, PAKEMATIK approach