

ABSTRAK

Widyastuti. (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 dengan pendekatan PAKEMATIK pada mata pelajaran IPS kelas IV sekolah dasar khususnya pada materi pokok koperasi.

Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*). Produk yang dikembangkan dalam penelitian ini menggunakan pendekatan PAKEMATIK, yaitu Pembelajaran Aktif, Kreatif, Efektif, dan Menyenangkan dengan Memanfaatkan Teknologi Informasi dan Komunikasi. Prosedur pengembangan terdiri dari empat tahap, yaitu (1) analisis kebutuhan, (2) mengkaji program pembelajaran, (3) memproduksi *software* multimedia, dan (4) validasi, uji coba dan revisi produk. Validasi dilakukan oleh satu ahli materi dan dua ahli media. Uji coba dilakukan tiga kali, yaitu uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan. Instrumen pengumpul data yang digunakan berupa kuesioner. Data yang diperoleh kemudian dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa multimedia interaktif yang dikembangkan layak digunakan untuk pembelajaran IPS kelas IV SD. Hal tersebut ditunjukkan oleh (1) hasil penilaian dari ahli materi, kualitas multimedia interaktif termasuk dalam kategori “cukup baik” dengan rerata skor sebesar 3,2; (2) hasil penilaian dari ahli media, kualitas multimedia interaktif ditinjau dari aspek tampilan termasuk dalam kategori “baik” dengan rerata skor sebesar 4,15, dari aspek penyajian termasuk dalam kategori “sangat baik” dengan rerata skor sebesar 4,45, dan dari aspek pemrograman termasuk dalam kategori “sangat baik” dengan rerata skor sebesar 4,35; (3) hasil penilaian siswa pada uji coba perorangan, kualitas multimedia interaktif termasuk dalam kategori “baik” dengan rerata skor sebesar 4,2; (4) hasil penilaian siswa pada uji coba kelompok kecil, kualitas multimedia interaktif termasuk dalam kategori “sangat baik” dengan rerata skor sebesar 4,4; dan (5) hasil penilaian siswa pada uji coba lapangan, kualitas multimedia interaktif termasuk dalam kategori “sangat baik” dengan rerata skor sebesar 4,5.

Kata kunci: multimedia interaktif, PAKEMATIK, Ilmu Pengetahuan Sosial.

ABSTRACT

Widyastuti. (2012). *Developing an Interactive Multimedia Using PAKEMATIK Approach in Social Studies for 4th Grade Students of Elementary School*. Thesis. Yogyakarta: Elementary School Teacher Education Study Program, University of Sanata Dharma.

This research was aimed to develop an interactive multimedia using PAKEMATIK approach in Social Studies for 4th grade students of elementary school, especially on cooperation subject matter.

This research used research and development method (R & D). The product that was developed in this research used PAKEMATIK approach, that is active, creative, effective, and fun learning used information and communication technology (read: PAKEMATIK, in Bahasa). The development procedure consisted of four stages, namely (1) needing analysis, (2) reviewing the learning program, (3) producing multimedia software, and (4) validating, trial testing and revising of product. Validity was performed by a matter expert and two media experts. Trial test was performed in three times, namely individual trial test, small group trial test, and field trial test. The data collection instrument used in this research was questionnaire. The data gathered then were analyzed in a descriptive manner.

The research result showed that the developed interactive multimedia had been appropriate be used in social studies learning for 4th grade students of elementary school. That was showed by (1) assessment result from matter expert, the quality of interactive multimedia was included in “good enough” category with score average 3,2; (2) assessment result from media expert, the quality of interactive multimedia from display aspect appearances was included in “good” category with score average 4,15, from presentation aspect appearances was included in “very good” category with score average 4,45, and from programming aspect appearances was included in “very good” category with score average 4,35; (3) assessment result on individual trial test, the quality of interactive multimedia was included in “good” category with score average 4,2; (4) assessment result on small group trial test, the quality of interactive multimedia was included in “very good” category with score average 4,4; and (5) assessment result on field trial test, the quality of interactive multimedia was included in “very good” category with score average 4,5.

Keywords: interactive multimedia, PAKEMATIK, Social Studies