

## ABSTRAK

Fujiastuti, Endang. (2012). *Pengembangan multimedia interaktif untuk keterampilan membaca sekilas Bahasa Indonesia kelas V SD Kanisius Gayam Yogyakarta*. Skripsi. Yogyakarta: Pendidikan Guru Sekolah Dasar Universitas Sanata Dharma.

**Kata kunci:** metode penelitian pengembangan, multimedia interaktif, modul pembelajaran, keterampilan membaca, Paradigma Pedagogi Reflektif (PPR), Bahasa Indonesia.

Penggunaan multimedia dalam proses pembelajaran di SD membuat pembelajaran lebih menarik dan menyenangkan karena di dalamnya memadukan unsur audio, visual, dan interaksi sehingga dapat menarik minat siswa. Kenyataannya, pengembangan multimedia interaktif masih terbatas. Penelitian ini difokuskan untuk mengisi keterbatasan akan pengembangan multimedia terutama dalam pelajaran Bahasa Indonesia untuk keterampilan membaca sekilas kelas V SD. Penelitian pengembangan ini bertujuan (1) mengetahui prosedur pengembangan multimedia interaktif untuk keterampilan membaca sekilas bahasa Indonesia kelas V SD Kanisius Gayam dan (2) mengetahui kualitas pengembangan multimedia interaktif produk multimedia interaktif untuk keterampilan membaca sekilas bahasa Indonesia kelas V SD Kanisius Gayam Yogyakarta.

Penelitian ini menggunakan metode penelitian dan pengembangan (R&D). Pengembangan produk dilakukan dengan empat tahap, yaitu (1) kajian KTSP dan materi pembelajaran, (2) analisis kebutuhan dan pengembangan program pembelajaran, (3) produksi multimedia dan modul pembelajaran, (4) validasi dan revisi produk oleh pakar pembelajaran bahasa, pakar media, guru, dan siswa hingga menghasilkan prototipe produk. Subjek uji coba pengembangan yaitu 22 siswa kelas V SD Kanisius Gayam Yogyakarta. Pengumpulan data dilakukan dengan cara mendistribusikan kuisioner.

Hasil penelitian berupa CD dan modul pembelajaran divalidasi oleh pakar pembelajaran bahasa, pakar media, guru, dan siswa. Hasil validasi dari pakar pembelajaran bahasa diperoleh skor rata-rata sebesar 5,00 kategori "sangat baik". Validasi pakar media diperoleh skor rata-rata sebesar 3,80 kategori "baik". Validasi guru diperoleh skor rata-rata sebesar 4,45 kategori "sangat baik". Berdasarkan validasi lapangan diperoleh skor rata-rata sebesar 4,60 kategori "sangat baik". Dengan demikian, dapat disimpulkan bahwa produk yang dikembangkan berupa multimedia interaktif pelajaran Bahasa Indonesia membandingkan isi dua teks dengan membaca sekilas untuk siswa kelas V SD valid/layak digunakan sebagai media pembelajaran di Sekolah.

## *ABSTRACT*

Fujiastuti, Endang. (2012). Development of interactive multimedia for Bahasa Indonesia skimming skills of fifth grade students in Kanisius Gayam Yogyakarta Elementary School. Thesis. Yogyakarta: Elementary School Teacher Education Study Program. Faculty Of Teachers Training and Education of Sanata Dharma University

**keywords:** research development method, interactive multimedia, learning module, reading skill, reflective pedagogy paradigm (PPR), Bahasa Indonesia.

The use of interactive multimedia in the learning process in the elementary school is able to create more interesting and fun learning because it combines elements of audio, visual, and interaction which can attract students' interest to study. In fact, the development of interactive multimedia is still limited. This study focused on the efforts to break the limitation in multimedia development, especially in Indonesian Language skimming skills in fifth grade students. This study has purpose (1) to find out the procedure of the development of the interactive multimedia for Bahasa Indonesia skimming skills of fifth grade students in Kanisius Gayam Yogyakarta elementary school and (2) to find out the quality of the development of interactive multimedia product for Bahasa Indonesia skimming skills of fifth grade students in Kanisius Gayam Yogyakarta Elementary School.

This research used research and development (R&D) method. This product development was done by four stages, namely (1) examined the curriculum (KTSP) and the learning materials, (2) did a need analysis and developed the learning program, (3) produced the multimedia and the learning module, (4) validated and revised the product by language learning expert, media expert, teacher, and the students so that produced a prototype product. The subjects of this development trial test were 22 students of fifth graders of Kanisius Gayam Elementary School Yogyakarta. The data are collected by distributing questionnaires.

The results of the study were a CD and learning modules which were validated by language learning expert, media expert, teacher, and students. The results obtained from the assessment of the language learning consultant was average score 5,00 which is a "very good" category. The validation from the media expert was 3,80 which is a "good" category. The validation from the teacher obtained averagely score 4,45 which is a "very good" category. Based on the validation in the field, it was obtained average score 4,60 which is a "very good" category. Thus, it can be concluded that the developed product which is interactive multimedia in Bahasa Indonesia comparing the content of two texts by skimming for fifth graders is valid to be used as learning media in the school.