

ABSTRAK

Yosephita Susiwi Dwi Rahayu (2012). *Pengembangan multimedia interaktif untuk keterampilan menulis ringkasan Bahasa Indonesia kelas V SD Kanisius Wirobrajan Yogyakarta*. Skripsi. Yogyakarta: Program Studi Pendidikan Guru Sekolah Dasar, Universitas Sanata Dharma.

Kata kunci: Metode penelitian pengembangan, multimedia interaktif, modul pembelajaran, keterampilan menulis, Bahasa Indonesia.

Skripsi ini merupakan penelitian pengembangan (R&D). Penelitian ini bertujuan menghasilkan produk berupa multimedia interaktif dan modul pembelajaran. Produk yang dikembangkan ini ditujukan untuk memenuhi kebutuhan siswa kelas V SD Kanisius Wirobrajan Yogyakarta, dalam pembelajaran keterampilan menulis mata pelajaran Bahasa Indonesia semester genap.

Pengembangan produk ini dilakukan melalui empat tahapan yaitu: (1) peneliti mengkaji standar kompetensi dan kompetensi dasar serta materi yang akan dikembangkan, (2) penyebaran kuesioner analisis kebutuhan kepada siswa kelas V SD Kanisius Wirobrajan Yogyakarta sebanyak 65 siswa dan guru bahasa Indonesia kelas V, (3) memproduksi multimedia interaktif dan modul pembelajaran menulis, (4) validasi produk dan revisi produk. Instrumen yang digunakan dalam penelitian ini adalah kuesioner.

Produk multimedia interaktif dan modul pembelajaran memiliki kualitas “sangat baik” berdasarkan hasil validasi para pakar dan hasil uji coba lapangan. Hasil validasi yang diperoleh dari pakar pembelajaran bahasa Indonesia terhadap media dan modul pembelajaran diperoleh skor rata-rata 4.5 dengan kategori “sangat baik”. Pakar media memberikan penilaian terhadap media dan modul pembelajaran dengan skor rata-rata 3.9 dengan kategori “baik”. Guru memberikan skor rata-rata 4.5 terhadap media dan modul pembelajaran dengan kategori “sangat baik”. Berdasarkan validasi lapangan diperoleh skor rata-rata 4.69 dengan kategori “sangat baik”.

Berdasarkan hasil penelitian dapat disimpulkan bahwa pengembangan produk multimedia interaktif untuk keterampilan menulis ringkasan bahasa Indonesia kelas V SD Kanisius Wirobrajan Yogyakarta sudah layak digunakan sebagai media pembelajaran. Produk pengembangan multimedia interaktif dan modul pembelajaran ini juga dapat dijadikan model pengembangan silabus dan materi pembelajaran untuk tingkatan kelas lainnya.

ABSTRACT

Yosephita Susiwi Dwi Rahayu (2012). *The Development of Interactive Multimedia for the Ability to Write Indonesian Language Summary Class V Kanisius Wirobrajan Elementary School Yogyakarta*. Thesis. Yogyakarta: Elementary School Teachers Study Program, Sanata Dharma University.

Key words: Research and Development method, interactive multimedia, learning module, writing skill, Indonesian Language.

It was a research and development (R&D) research. This research was aimed to make products. They were interactive multimedia and learning module. These products were developed to fulfill the needs of the students class V Kanisius Wirobrajan Elementary School Yogyakarta when having writing practice in Indonesian Language learning even semester.

There were four steps to develop the products. They were: (1) the researcher examined competency standard and basic competency, and the material to be developed, (2) the researcher distributed questionnaires on the needs analysis of the 65 students class V Kanisius Wirobrajan Elementary School Yogyakarta and Indonesian language teachers for class V, (3) the researcher made interactive multimedia and writing practice module, (4) the researcher examined the products validity and revision. The instrument used in this research was questionnaires.

The quality of the interactive multimedia and the learning module was “very good” based on the results of experts’ validity and on field trial results. The validity gained from the experts of Indonesian language learning to the media and learning module was 4.5 at the average. It meant that it was “very good”. According to the media experts, the average score for the media and learning module was 3.9, in the category of “good”. According to the teachers, the average score for the media and learning module was 4.5, in the category of “very good”. Based on the field validity, the average score was 4.69, in the category of “very good”.

Based on the results of the research, it could be concluded that the development of the interactive multimedia for the ability to write Indonesian Language summary class V Kanisius Wirobrajan Elementary School Yogyakarta was suitable for learning media. The products of the interactive multimedia and learning module development could also be a model for syllabus and learning material development in other classes.