

ABSTRAK

Indriana, Noviani. (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.

Tujuan dari penelitian ini adalah mengembangkan multimedia interaktif dengan pendekatan PAKEMATIK pada mata pelajaran IPS kelas IV SD khususnya materi perkembangan teknologi produksi, komunikasi, dan transportasi.

Jenis penelitian ini adalah penelitian dan pengembangan (*research and development*). Pengembangan multimedia dilakukan dengan langkah-langkah: (1) analisis kebutuhan, (2) pengembangan program pembelajaran, (3) memproduksi *software* multimedia interaktif, (4) validasi, uji coba, dan revisi produk. Validasi produk dilakukan oleh dua orang ahli media dan satu orang ahli materi. Subjek uji coba adalah peserta didik kelas IV SD Kanisius Minggir. Uji coba dilakukan tiga tahap yaitu uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan dengan subjek uji coba sebanyak tiga puluh peserta didik. Teknik pengumpulan data yang digunakan adalah menggunakan kuesioner dan wawancara. Data berupa hasil penilaian tentang kualitas multimedia dan saran untuk revisi produk dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa produk multimedia interaktif yang dikembangkan layak untuk digunakan dalam pembelajaran IPS di kelas IV SD. Hal ini ditunjukkan oleh: (1) Penilaian dari ahli materi tergolong dalam kriteria *baik* dengan perolehan rata-rata skor 3,60, (2) Penilaian dari ahli media pada aspek tampilan diperoleh skor 3,60 dengan kriteria *baik*; aspek penyajian diperoleh skor 3,75 dengan kriteria *baik*; dan aspek pemrograman diperoleh skor 3,45 dengan kriteria *baik*, dapat disimpulkan bahwa produk multimedia interaktif yang dikembangkan tergolong dalam kriteria *baik* dengan jumlah rata-rata skor keseluruhan adalah 3,60. (3) Dalam uji coba perorangan seluruh peserta didik menilai *baik* dengan rata-rata skor 4,10, (4) Pada uji coba kelompok kecil seluruh peserta didik memberikan penilaian *baik* dengan rata-rata skor 4,09. (5) Hasil uji coba lapangan menunjukkan bahwa produk multimedia interaktif yang dikembangkan termasuk dalam kriteria *sangat baik* dan diperoleh rata-rata skor 4,26.

Kata Kunci: multimedia interaktif, pendekatan PAKEMATIK, pembelajaran IPS

ABSTRACT

Indriana, Noviani. (2012). *The Development of Interactive Multimedia Using PAKEMATIK Approach in Social Science Class IV of Elementary School*. Thesis. Yogyakarta: Elementary School Teachers Education Study Program Sanata Dharma University.

The aimed of the research is to develop interactive multimedia using PAKEMATIK approach in Social Science Class IV ES, especially for the topics of the development of production technology, communication, transportation.

This research was a research and development or R&D. This research used four stages. First, needs analysis. The multimedia development was done in several steps. They were: (1) needs analysis, (2) learning program development, (3) interactive multimedia software production, (4) validity, trial, and revision of products. The product validity was done by two media experts and one material. The subjects of this research were the students of class IV Kanisius Minggir Elementary School. There were three steps for the trial: individual trial, small group trial, and field trial done by thirty students. The data were collected by questionnaires and interviews. The data were the test results on product quality and suggestions to revise the products, then analyzed descriptively.

The results showed that the developed interactive multimedia software was suitable for social science learning class IV ES. It was shown by: (1) the assessment of the material expert who stated that it was in the category *very good* with the average score 3.60, (2) the assessment of the media experts who stated that the display was *good* with the average 3.60; presentation aspect was *good* with the average 3.75; and programming aspect was *good* with the average 3.45, that could be concluded that the product of interactive multimedia developed was in the category *good* with the average score 3.60. (3) In the individual trial, all students were *good* with the average 4.10. (4) In the small group trial all students were *good* with the average 4.09. (5) The field trial showed that the product of interactive multimedia that was developed was in the category of *very good* with the average score 4.26.

Key words: interactive multimedia, PAKEMATIK approach, Social Science learning