

## ABSTRAK

Wijiantari, Veronika. (2012). *Pengembangan Multimedia Interaktif dengan Pendekatan PAKEMATIK Pada Mata Pelajaran IPS Kelas IV Sekolah Dasar*. 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 SD materi mengenal perkembangan teknologi produksi, komunikasi, transportasi serta pengalaman menggunakannya.

Jenis penelitian ini adalah penelitian dan pengembangan (*Research and Development* atau *R&D*). Penelitian ini menggunakan empat tahap. Pertama, analisis kebutuhan. Kedua, pengembangan produk. Ketiga, memproduksi *software* multimedia. Keempat, validasi, uji coba, dan revisi produk. Validasi dilakukan oleh satu orang ahli materi yaitu guru mata pelajaran IPS kelas IV SD dan dua orang ahli multimedia pembelajaran. Subjek uji coba penelitian adalah peserta didik SD Kanisius Sengkan. Uji coba terdiri dari tiga tahap: uji coba perorangan oleh empat peserta didik, uji coba kelompok kecil oleh sepuluh peserta didik dan uji coba lapangan oleh tiga puluh satu peserta. 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 ahli materi tergolong dalam kriteria “sangat baik” dengan rata-rata sebesar 4,7. (2) Ahli media menilai aspek tampilan sebesar 3,75; aspek penyajian sebesar 3,75; aspek pemrograman sebesar 3,6, sehingga dapat disimpulkan bahwa produk yang dikembangkan termasuk dalam kriteria “baik” dengan rata-rata skor 3,7. (3) Hasil uji coba perorangan seluruh peserta didik menilai “sangat baik dengan rata-rata skor 4,53. Hasil uji coba kelompok kecil menunjukkan bahwa produk yang dikembangkan tergolong dalam kriteria “sangat baik” dengan rata-rata skor 4,48. Hasil uji coba lapangan menunjukkan bahwa produk pembelajaran yang dikembangkan tergolong dalam kriteria “sangat baik” dengan rata-rata skor 4,52.

**Kata kunci:** pengembangan; multimedia interaktif; pendekatan PAKEMATIK.

## ABSTRACT

Wijiantari, Veronika. (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.

This research was aimed to develop interactive multimedia using PAKEMATIK approach in Social Science Class IV ES, especially for the topics of getting to know the development of production technology, communication, transportation, and the experiences in using it.

This research was a Research and Development or R&D. This research used four stages. First, needs analysis. Second, product development. Third, multimedia software production. Fourth, validity, trial, and revision of products. The validity was done by one material expert – the social science teacher for Class IV ES, and two multimedia learning experts. The subjects of this research were the students of Kanisius Sengkan Elementary School. There were three steps for the trial: individual trial done by four students, small group trial done by ten students, field trial done by thirty one 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 material expert stated that it was in the category “very good” with the average score 4.7. (2) the media experts stated that the display was 3.75; presentation aspect was 3.75; programming aspect was 3.6, that could be concluded that the product developed was in the category “good” with the average score 3.7. (3) in the individual trial, all students were “very good” with the average 4.53. The small group trial showed that the developed product was in the category of “very good” with the average score 4.48. The field trial showed that the learning product that was developed was in the category of “very good” with the average score 4.52.

**Key words:** development, interactive multimedia, PAKEMATIK approach.