

ABSTRAK

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF
SUNGBAJA (SINAU UNGGAH-UNGGUH BASA JAWA) UNTUK SISWA
KELAS V SEKOLAH DASAR INKLUSI**

Fransisca Arlin Yulita Hayuningtyas
Universitas Sanata Dharma
2021

Penelitian bertujuan untuk mengetahui proses pengembangan dan kelayakan multimedia pembelajaran interaktif *Sungbaja* bagi siswa kelas V di sekolah dasar inklusi. Jenis penelitian ini adalah *R&D* yang menggunakan model *ASSURE* yaitu *analyze learner characteristic, state standard and objectives, select strategies and sumber, utilize resources, require learner participation, evaluate and revise*.

Hasil penelitian ini menunjukkan bahwa multimedia pembelajaran interaktif *Sungbaja*, buku panduan *Sungbaja*, dan video panduan *Sungbaja* memiliki kualitas yang sangat baik sehingga layak untuk digunakan. Kualitas produk dapat dilihat dari hasil validasi produk. Hasil validasi multimedia pembelajaran interaktif *Sungbaja* adalah sangat baik dengan rerata skor 3,6. Hasil validasi buku panduan *Sungbaja* adalah sangat baik dengan rerata skor 3,77. Hasil validasi video panduan *Sungbaja* adalah sangat baik dengan rerata skor 3,67. Hasil uji coba menunjukkan bahwa siswa berkebutuhan khusus maupun siswa tanpa kebutuhan khusus mengalami peningkatan nilai setelah menggunakan multimedia pembelajaran interaktif *Sungbaja*. Peningkatan dapat dilihat dari persentase peningkatan nilai soal *pretest* dan *posttest* di tingkat satu dan tingkat dua. Persentase peningkatan nilai pada soal *pretest* dan *posttest* tingkat satu untuk siswa berkebutuhan khusus sebesar 32,25%. Persentase peningkatan nilai pada soal *pretest* dan *posttest* tingkat dua untuk siswa tanpa kebutuhan khusus sebesar 14,28%.

Kata kunci: inklusi, multimedia pembelajaran interaktif, pengembangan

ABSTRACT***THE DEVELOPMENT OF SUNGBAJA INTERACTIVE LEARNING MULTIMEDIA (LEARNING MANNERS IN USING THE JAVA LANGUAGE) FOR FIFTH GRADE STUDENTS OF INCLUSIVE ELEMENTARY SCHOOL***

Fransisca Arlin Yulita Hayuningtyas
Sanata Dharma University
2021

This study aimed to know the development process and the feasibility of Sungbaja interactive learning multimedia for fifth grade students of inclusive elementary school. The type of research is R&D which using the ASSURE model, namely analyzing the characteristics of students, stating standards and goals, choosing strategies and sources, utilizing resources, requiring student participation, evaluating and revising

The results of this study showed that the Sungbaja interactive learning multimedia, the Sungbaja guide book, and the Sungbaja guide video have very good quality so that they are feasible to use. Product quality can be seen from the results of product validation. The results of the validation of Sungbaja interactive learning multimedia was very good with a mean score of 3,6. The results of the validation of the Sungbaja guide book was very good with a mean score of 3,77. The results of the validation of Sungbaja guide video was very good with a mean score of 3,67. The test results showed that students with special needs and students without special needs experienced an increase in grades after using Sungbaja interactive multimedia learning. The increase can be seen from the percentage increase in the value of the pretest and posttest questions at first level and second level. The percentage increase in scores on the pretest and posttest questions at the first level for students with special needs is 32,25%. The percentage increase in scores on the pretest and posttest questions at the second level for students without special needs is 14,28%.

Keywords: inclusive, interactive learning multimedia, development