

ABSTRAK

**PENGEMBANGAN MULTIMEDIA INTERAKTIF
UNTUK PEMBELAJARAN AKUNTANSI MATERI TAHAP-TAHAP
PROSES PENCATATAN TRANSAKSI BAGI SISWA KELAS X SMK
BIDANG KEAHLIAN BISNIS DAN MANAJEMEN**

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Penelitian ini bertujuan untuk mengembangkan produk multimedia pembelajaran interaktif yang layak digunakan siswa kelas X SMK Bidang Keahlian Bisnis dan Manajemen dalam pembelajaran akuntansi, khususnya pada materi tahap-tahap proses pencatatan transaksi.

Jenis penelitian ini adalah penelitian dan pengembangan. Penelitian ini menggunakan prosedur pengembangan program pembelajaran menurut Dick & Carey (2003), yaitu: (1) analisis kebutuhan, (2) melakukan analisis pembelajaran, (3) menganalisis siswa dan konteks, (4) merumuskan tujuan, (5) mengembangkan instrumen penelitian, (6) mengembangkan strategi pembelajaran, (7) mengembangkan dan memilih materi pembelajaran, (8) merancang dan melakukan evaluasi formatif, yang terdiri dari 4 tahap, yaitu: validasi produk oleh ahli materi dan ahli media, uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan, (9) revisi produk. Subjek uji coba adalah siswa kelas X bidang keahlian bisnis dan manajemen SMK N 7 Yogyakarta. Pengumpulan data dilakukan melalui kuesioner. Data penelitian berupa hasil penilaian multimedia dan saran untuk revisi produk. Teknik analisis data dilakukan secara deskriptif.

Hasil penelitian menunjukkan bahwa produk multimedia layak digunakan dalam pembelajaran. Hal ini ditunjukkan oleh hasil: (1) hasil penilaian dari ahli materi menilai “baik” dengan rata-rata skor sebesar 4,00; (2) hasil penilaian dari ahli media menilai “sangat baik” dengan rata-rata skor sebesar 4,81; (3) hasil penilaian dari uji coba perorangan menilai “baik” dengan rata-rata skor 3,93; (4) hasil penilaian dari uji kelompok kecil menilai “baik” dengan rata-rata skor sebesar 3,72; (5) hasil penilaian dari uji lapangan menilai “baik” dengan rata-rata skor sebesar 4,05.

ABSTRACT

DEVELOPMENT OF INTERACTIVE MULTIMEDIA FOR LEARNING ACCOUNTING OF WHICH TOPIC : STAGES OF TRANSACTION RECORDING PROCESS FOR THE TENTH GRADE STUDENTS OF SMK MANJORING IN BUSSINESS AND MANAGEMENT EXPERTISE

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This research aims to develop the product of interactive learning multimedia which is appropriate for the tenth grade of SMK manjoring in business and management expertise in learning accounting, especially in stages of the process of recording transactions.

The type of this research is a research and development. This research uses the learning program developed by Dick & Carey (2003) which analyses of: (1) the need to decide the goals, (2) conducting instructional analysis, (3) analyzing the learners and contexts, (4) formulating objectives, (5) developing assessment of instruments, (6) developing instructional strategy, (7) developing and selecting instructional materials, (8) designing and conducting formative evaluation of instruction, which consists of four steps: the validity done by the expert of material and media, individual trial, small groups trial, and field trial. (9) revisioning products. The subjects of this research were groups of the tenth grade students manjoring in business and management of SMK N 7 Yogyakarta. Data collection was gathered by questionnaires. The data were the result of the assessment of multimedia and the suggestions for product revision. Technique of analysing was done descriptively.

The result of this research shows that multimedia product is appropriate in interactive learning. It is shown by result: (1) the assessment from the material's expert is in a very good criterion with the average score is 4.00; (2) the assessment of the media expert is in a very good criterion with the average score is 4,81; (3) the assessment from individual trial is in a very good criterion with the average score is 3,93;(4) the assessment from small group trial is in a good criterion with the average score is 3.72; (5) the assessment from field assessment is in a good criterion with the average score is 4.05.