

ABSTRAK

**PENGEMBANGAN MULTIMEDIA INTERAKTIF UNTUK PELAJARAN
AKUNTANSI SMK MATERI MENGELOLA BUKTI TRANSAKSI**

Penelitian pada siswa SMK N 1 Bantul kelas X Akuntansi

Arjun Yanuar Deny
Universitas Sanata Dharma Yogyakarta
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Penelitian ini bertujuan untuk menghasilkan produk multimedia pembelajaran interaktif yang layak digunakan siswa kelas X SMK jurusan akuntansi dalam pembelajaran akuntansi, khususnya pada materi mengelola bukti transaksi.

Jenis penelitian ini adalah penelitian dan pengembangan (R&D). Penelitian ini menggunakan enam prosedur dalam pengembangan, yaitu: (1) analisis kebutuhan, (2) pengembangan produk awal, (3) validasi ahli, dilakukan oleh dua ahli materi dan satu ahli media, (4) revisi dari ahli materi dan ahli media, (5) Uji coba produk, dilakukan 3 tahap: uji coba perorangan, uji coba kelompok kecil, uji coba lapangan, (6) revisi dari uji coba produk. Subjek uji coba adalah siswa kelas X Akuntansi SMK N 1 Bantul. Pengumpulan data dilakukan dengan metode wawancara dan pengisian kuesioner. Data yang diperoleh dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa produk multimedia layak digunakan dalam pembelajaran. Hal ini ditunjukkan oleh hasil: (1) validasi ahli materi 1 produk multimedia termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,27; (2) validasi ahli materi 2 produk multimedia termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,22; (3) validasi ahli media produk multimedia termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,27; (4) uji coba perorangan produk multimedia termasuk dalam kriteria “baik” dengan rata-rata skor 3,91; (5) uji coba kelompok kecil termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,25; (6) uji coba lapangan produk multimedia termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,26.

ABSTRACT

INTERACTIVE MULTIMEDIA DEVELOPMENT OF ACCOUNTING FOR SMK WITH THE MAIN TOPIC: MANAGING PROOF OF TRANSACTION

A research on the Tenth Grade Students of Accounting Department of SMK N 1 Bantul

Arjun Yanuar Deny
Sanata Dharma University
2013

This research aims to produce interactive learning multimedia which is appropriate for the tenth grade students of SMK majoring in accounting, specifically on managing the proof of transaction.

The type of this research is a research and development (R&D). This research uses six steps in developing: (1) need analysis; (2) first production; (3) validation by two experts for material and the other one is for media expert; (4) revision by material and media experts; (5) product testing, which is done by three steps: individual testing, small group testing, and field testing; and (6) product testing revision. The subject of this research is a group of the tenth grade students of SMK N 1 Bantul majoring in accounting. Data collection was gathered by interview and questionnaire. The collected data were analyzed descriptively.

The result of this research shows that multimedia product is appropriate to use in learning. It is shown by the result: (1) validation matter done by the first material expertis in “very good” category with the average score is 4,27; (2) validation matter done by the second material expert is in “very good” category with the average score is 4,22; (3) validation media done by the media expert is in “very good” category with the average score is 4,23; (4) individual testing on multimedia product is in “good” category with the average score is 3,91; (5) small group testing is in “very good” category with the average score is 4,25; (6) field testing on multimedia product is in “very good” category with the average score is 4,26.