

ABSTRAK

**PENGEMBANGAN MULTIMEDIA INTERAKTIF UNTUK
PEMBELAJARAN MATERI MEMPROSES DOKUMEN DANA KAS
KECIL BAGI SISWA SMK KELAS X JURUSAN AKUNTANSI**

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2013

Penelitian ini bertujuan mengembangkan multimedia interaktif yang layak digunakan dan dapat memotivasi, meningkatkan keaktifan siswa untuk pembelajaran materi memproses dokumen dana kas kecil SMK kelas X Jurusan Akuntansi, khususnya pada kompetensi dasar menghitung mutasi dana kas kecil.

Jenis penelitian ini adalah penelitian dan pengembangan (*Research and Development* atau R&D). Pengembangan multimedia dilakukan dengan langkah-langkah: (1) analisis kebutuhan, (2) mengidentifikasi materi yang akan dikembangkan, (3) mendesain multimedia pembelajaran, (4) memproduksi *software* multimedia interaktif, (5) validasi, uji coba, dan revisi produk. Validasi dilakukan oleh dua orang ahli materi (guru dan dosen) dan satu orang ahli media (dosen). Subjek uji coba produk terdiri atas siswa kelas X Jurusan Akuntansi SMK Sanjaya Pakem dan SMK Yapemda 1 Sleman. Uji coba terdiri dari tiga tahap yaitu: uji coba perorangan, uji coba kelompok kecil, dan uji coba lapangan. Data dikumpulkan dengan kuesioner dan wawancara. 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 untuk pembelajaran materi memproses dokumen dana kas kecil dan dapat memotivasi, meningkatkan keaktifan siswa SMK kelas X Jurusan Akuntansi. Hal ini ditunjukkan oleh: (1) hasil penilaian dari ahli materi I termasuk dalam kriteria “baik” dengan rata-rata skor sebesar 4,14; (2) hasil penilaian dari ahli materi II termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,32; (3) hasil penilaian ahli media termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,34; (4) hasil penilaian uji coba perorangan termasuk dalam kriteria “sangat baik” dengan rata-rata skor sebesar 4,25; (5) hasil penilaian uji coba kelompok kecil termasuk dalam kriteria “baik” dengan rata-rata skor sebesar 3,9; (6) hasil penilaian uji coba lapangan termasuk dalam kriteria “baik” dengan rata-rata skor sebesar 4,2; (7) hasil wawancara dengan siswa pada saat uji coba menunjukkan bahwa mereka termotivasi, tertarik, dan siswa lebih dapat mengemukakan ide dan gagasan.

ABSTRACT

**THE DEVELOPMENT OF INTERACTIVE MULTIMEDIA
FOR LEARNING ACTIVITY WITH THE TOPIC: PROCESSING PETTY
CASH FUND DOCUMENT FOR THE TENTH GRADE STUDENTS OF
THE ACCOUNTING DEPARTMENT OF SENIOR HIGH SCHOOL**

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This research aims to develop interactive multimedia which are appropriate to use and be able to motivate and improve student's learning activity with the topic: processing petty cash fund document for the tenth grade students of the accounting department of Senior High School, especially on the basic competence in calculating mutation petty cash fund.

This research is a Research and Development (R&D). Multimedia development was done with these steps: (1) need analysis, (2) identify the material that will be developed, (3) designing multimedia learning, (4) production of learning multimedia, (5) validation, testing, and revision of the product. The validity was done by two experts, a teacher and a lecturer, and one expert in media (a lecturer). The subjects of product trial were the students of the tenth grade of the accounting department of SMK Sanjaya Pakem and SMK Yapemda 1 Sleman. There were three steps for the trial: individual trial, small groups trial, and field trial. Data were collected by questionnaires and interviews. The data which were the assessment about the quality of the product and suggestions to revise products then were analyzed descriptively.

The results show that the product of interactive multimedia which are developed appropriately for student's learning on material petty cash fund document can motivate and improve the activity of the tenth students of accounting department of Senior High School. It was shown by: (1) the result of the assessment done by material expert who states that it is in "good" category with the average score is 4,14; (2) the result of assessment done by the second material expert who states that it is in "very good" category with the average score is 4,32; (3) the result of the assessment done by media expert who states that it is in "very good" category with the average score is 4,34; (4) the individual trial shows that the developed product is in "very good" category with the average score is 4,23, (5) the small group trial shows that the developed product is in "good" category with the average score is 3,9; (6) the field trial shows that the developed product is in "good" category with the average score is 4,2; (7) the interviews of trial performed students show that they were motivated and the students were interested in expressing the idea and the concept easily.