Pengembangan Multimedia Pembelajaran Interaktif Model *Project Based Learning* Untuk Meningkatkan Keterampilan Siswa SMK

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ABSTRAK

Hingga saat ini proses pembelajaran PjBL baru sampai pada pembelajaran di kelas dan multimedia-multimedia pembelajaran yang mendukung pembelajaran PjBL dirasa masih kurang. Maka, untuk mendukung pembelajaran PjBL tersebut diperlukan suatu jembatan untuk menyalurkan dan merangsang siswa untuk ikut serta dalam proses pembelajaran. Penelitian ini memiliki beberapa tujuan diantaranya 1) mengimplementasikan project based learning kedalam multimedia interaktif, 2) mengembangkan multimedia pembelajaran interaktif model project based learning untuk membantu pembelajaran, dan 3) mengetahui tanggapan siswa dan guru sebagai pengguna terhadap multimedia pembelajaran interaktif model project based learning untuk matapelajaran produktif. Metode penelitian yang digunakan yaitu metode penelitian dan pengembangan atau Research and Development (R&D). Berdasarkan hasil penelitan dapat disimpulkan bahwa multimedia berhasil dikembangkan sesuai tahapan dan kriteria yang telah ditentukan, ditinjau dari penilaian oleh para ahli media dengan rata-rata sebesar 83,84%, sedangkan hasil penilaian ahli materi sebesar 75% dan hasil angket yang diberikan kepada siswa sebesar 93,75%. Dalam penelitian ini siswa memberikan respon cukup baik terhadap multimedia pembelajaran interaktif model project based learning yang digunakan dalam pembelajaran. Hal ini terlihat dari hasil angket yang diberikan terhadap siswa.

Kata Kunci : *Pengembangan, Project Based Learning, Multimedia, Interaktif.*

Developing *Project Based Learning* Method Learning With Interacive Multimedia to Improve Vocational Student Skill

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Abstract

Until now, the process of PjBL in the classroom and multimedia-multimedia learning that supports the execution of learning felt is still lacking. Then, to support the learning of the PjBL needed a bridge to channel and stimulates the students to participate in the learning process. To support the learning, it required a bridge to deliver and stimulate students to participate in the learning process This study has several objectives including 1) implement project-based learning into interactive multimedia 2) develop a model of interactive multimedia learning project-based learning to help learning process and 3) determine the response and the teacher as the rest of the users of multimedia interactive learning model of project-based learning for productive subjects The Research method used in this method is research and development or Research and Development (R&D). Based on the research results it can be concluded that the appropriate stages of multimedia successfully developed and established criteria in terms of assessment by media experts with an average of 83.84%, while the results of expert assessment materials by 75% and the results of questionnaires given to the rest of 93.75%. In this study, students responded quite well to Project Based Learning Method Learning With Interacive Multimedia used in learning. This is evident dari the results of a questionnaire given to the students.

Keywords: *Development, Project Based Learning, Multimedia, Interactive.*