

**RANCANG BANGUN MULTIMEDIA INTERAKTIF BERBASIS  
ADVENTURE GAME MODEL PROBLEM BASED LEARNING PADA  
MATERI JARINGAN KOMPUTER UNTUK SISWA SMP**

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**ABSTRAK**

Penelitian ini bertujuan untuk merancang multimedia pembelajaran berbasis *adventure game* dengan model *Problem Based Learning* pada materi jaringan komputer untuk siswa SMP, uji kelayakan multimedia dalam pembelajaran TIK dan mengetahui tanggapan siswa terhadap multimedia. Tahap pengembangan multimedia pembelajaran terdiri dari tahap analisis, desain, pengembangan, implementasi, dan tahap penilaian. Setelah melakukan tahapan pengembangan multimedia pembelajaran dapat dilihat dari validasi ahli dan respon siswa terhadap multimedia pembelajaran. Data penelitian multimedia pembelajaran didapatkan dari wawancara kepada guru mata pelajaran TIK di SMPN 50 Bandung dan angket dari siswa/i kelas 9E, angket validasi ahli terdiri dari validasi ahli media yang diberikan kepada dosen dan validasi materi yang diberikan kepada guru TIK, serta angket penilaian siswa/i terhadap multimedia pembelajaran berbasis *adventure game* dengan model *Problem Based Learning*. Dari penelitian ini didapatkan hasil: 1) penilaian ahli multimedia atas multimedia berbasis *adventure game* dengan model *Problem Based Learning* adalah sebesar 86,11% dan dikategorikan sangat baik 2) penilaian ahli materi atas multimedia berbasis *adventure game* dengan model *Problem Based Learning* adalah sebesar 83,83% dan dikategorikan sangat baik, 3) siswa memberikan respon positif mengenai multimedia pembelajaran berbasis *adventure game* dengan model *Problem Based Learning*. Hal tersebut juga dapat dilihat dari perolehan angket 90,11% yang terkategori sangat baik.

Kata kunci: *Multimedia Pembelajaran, Problem Based Learning, Adventure Game*

Nurshanti Endah Hendarini, 2016

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***INTERACTIVE MULTIMEDIA DESIGN ADVENTURE GAME BASED ON  
MODEL OF PROBLEM BASED LEARNING MATERIALS ON COMPUTER  
NETWORK FOR STUDENTS OF JUNIOR HIGH SCHOOL***

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***ABSTRACT***

*This research aimed to design learning multimedia based on adventure game with a problem based learning model on a computer network material for junior high school students, multimedia feasibility test in ICT and determine the responses of students to multimedia. Steps of learning multimedia development consist of analysis, design, development, implementation and evaluation. After doing development step, we can see from the validation expert and student assessment for the feasibility of the use of multimedia learning. The data of multimedia learning research gained from interviews with teacher of TIK in SMPN 50 Bandung and questionnaires from students class 9E, questionnaire validation of experts comprised of expert validation media provided to lecturer and validation of the materials provided to teacher, as well as questionnaires of student assessment to learning multimedia based on adventure game with a problem based learning model. This research showed: 1) assessment of media expert on learning multimedia based on adventure game with a problem based learning model is equal to 86.11% and categorized as very good and assessment of material expert on learning multimedia based on adventure game with a problem based learning model is equal to 83.83% and categorized very good, 2) students gave positive responses regarding learning multimedia based on adventure game with a problem based learning model. It can also be seen from the score of questionnaires 90,11% which is categorized as very good.*

*Keywords: Multimedia Learning, Problem Based Learning, Adventure Game*

Nurshanti Endah Hendarini, 2016

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