

ABSTRAK

Hilman Sugiarto (1002491). Pengembangan Multimedia Interaktif Berbasis Animasi Untuk Siswa SMK Dalam Proses Dasar Perlakuan Logam Kompetensi Korosi Dan Pelapisan.

Multimedia interaktif berbasis animasi dalam proses pembelajaran pada materi dasar perlakuan logam terutama kompetensi korosi dan pelapisan masih terbatas dan kebanyakan belum digunakan. Selain itu, kompetensi korosi dan pelapisan logam di SMK masih banyak yang dibawah Kriteria Ketuntasan Minimal (KKM). Oleh karena itu, penelitian pengembangan ini dilakukan dengan tujuan untuk mengembangkan multimedia interaktif berbasis animasi, mengetahui respon siswa dan meningkatkan hasil belajar siswa. Penelitian ini menggunakan metode *Research and Development (R & D)* sampai uji coba produk. Setelah pengembangan multimedia interaktif berbasis animasi selesai dilanjutkan dengan pengujian oleh ahli media dan ahli materi. Instrument angket untuk mengungkap respon siswa dan soal tes setelah proses pembelajaran untuk mengetahui peningkatan hasil belajar siswa. Hasil penelitian menunjukkan multimedia interaktif berbasis animasi yang dikembangkan dipandang layak oleh ahli media sebesar 79,41 % dan ahli materi mencapai 100 % dengan kriteria sangat layak serta respon siswa sebesar 81,2 % yakni baik. Hasil belajar meningkat dari 40 % menjadi 73,91 % yang mencapai KKM dengan nilai rata-rata 80,43 berkategori sedang.

Kata kunci: Multimedia Interaktif, Berbasis Animasi, Korosi dan Pelapisan Logam

ABSTRACT

Hilman Sugiarto (1002491). The Development of Interactive Animation-Based Multimedia for Vocational High School Students in the Competence of Corrosion and Coatings in Basic Metal Treatment Process.

The interactive animation-based multimedia is rarely used in basic metal treatment process especially in the corrosion and coatings competence. In addition, the competence of corrosion and coatings in *SMK Tunas Bangsa* has not yet met the minimum score criterion (KKM). Therefore this study is conducted to develop an interactive animation-based multimedia to determine students' responses and increase students' interest and scores in learning. Research and Development (R & D) Method is used up to limited testing. This study begins with the media and material validation by the expert which is revised before used. There are two instruments used in this study; questionnaire and test. The questionnaires are given to determine students' responses and the test is conducted at the end of the learning activity to evaluate students' scores. The results of the study yield that the development of interactive animation-based multimedia is considered suitable by the media expert with the percentage of 79.41% as well as considered very suitable by material expert with the percentage of 100%. Students' responses are shown in good criteria with the percentage 81.2%. The learning outcomes are improve from 40% to 73.91% which reach KKM with average score 80.43 or in medium category.

Keywords: Interactive Animation-Based Multimedia, Metal Corrosion and Coatings