

ABSTRAK

Ulfa Nurfitri Ardilla (1306723). Pengembangan Bahan Ajar Multimedia Interaktif Materi Garis dan Sudut dengan Pendekatan Saintifik pada Siswa SMP.

Proses belajar mengajar di sekolah diperlukan bahan ajar untuk menunjang kegiatan pembelajaran. Berdasarkan hasil studi lapangan, siswa kurang memahami materi dalam mata pelajaran matematika materi garis dan sudut. Oleh karena itu, peneliti mengembangkan bahan ajar multimedia intraktif materi garis dan sudut sebagai media belajar siswa dalam mata pelajaran matematika materi garis dan sudut dengan pendekatan saintifik. Penelitian ini bertujuan untuk mendapatkan gambaran tentang desain pengembangan multimedia interaktif materi garis dan sudut dengan pendekatan saintifik, mendapatkan data kelayakan bahan ajar multimedia interaktif materi garis dan sudut yang diperoleh dari penilaian para ahli media dan materi, mendapatkan data keefektifan bahan ajar multimedia interaktif materi garis dan sudut yang diperoleh dari hasil belajar siswa setelah mengimplementasikan multimedia interaktif materi garis dan sudut, dan mendapatkan data respon siswa terhadap multimedia interaktif materi garis dan sudut. Hasil penelitian menunjukkan bahwa multimedia interaktif materi garis dan sudut yang telah dikembangkan dinilai “Sangat Baik” dan layak digunakan dengan rata-rata persentase kelayakan 85% oleh ahli media dan 84,72% oleh ahli materi. Keefektifan multimedia interaktif materi garis dan sudut dilihat melalui hasil *pretest* dan *posttest* kepada 30 siswa kelas VII SMP 2 Bandung, berdasarkan hasil *pretest* dan *posttest*, diperoleh nilai indeks Gain sebesar 0.65 yang termasuk kedalam kategori “Sedang”. Respon siswa terhadap Multimedia interaktif mendapatkan penilaian “Sangat Baik” dengan persentase penilaian yang diuraikan kedalam 3 aspek yaitu: 84,89% untuk aspek rekayasa perangkat lunak, 78,15% untuk aspek desain pembelajaran dan 81,80% untuk aspek komunikasi visual.

Kata kunci: Bahan Ajar Multimedia Interaktif, Pendekatan Saintifik, Materi Garis dan Sudut

ABSTRACT

Ulfa Nurfitri Ardilla (1306723). Development of Interactive Multimedia Teaching Materials Lines and Angles with a Scientific Approach for Junior High School Students.

Teaching and learning process in school needed teaching materials to support learning activities. Based on the results of field studies, students do not understand the material in mathematics materials and lines of angle. Therefore, the researcher develops the interactive multimedia materials of the line and angle as the learning media of the students in the subject of mathematics material line and angle with scientific approach. This study aims to obtain an overview of the design of interactive multimedia development of line materials and angles with scientific approach, obtaining data on the feasibility of interactive multimedia materials of line material and angles obtained from the assessment of media and material experts, obtaining data on the effectiveness of teaching materials interactive multimedia line material and Angle obtained from student learning outcomes after implementing interactive multimedia material line and angle, and get student response data toward interactive multimedia material line and angle. The results showed that the interactive multimedia of lines and angles had been developed was rated "Very Good" and feasible to use with an average percentage of 85% eligibility by media experts and 84.72% by material experts. The effectiveness of interactive multimedia material line and angle seen through pretest and posttest result from 30 students of class VII SMP 2 Bandung, based on result of pretest and posttest, obtained value of index of Gain equal to 0.65 which belong to category "Average". Students' responses to interactive multimedia are rated "Excellent" with the percentage of assessment described in 3 aspects: 84.89% for software engineering aspects, 78.15% for learning design aspect and 81,80% for visual communication aspect.

Keywords: Interactive Multimedia Teaching Materials, Scientific Approach, Lines and Angles