

**PENGEMBANGAN BAHAN AJAR MULTIMEDIA INTERAKTIF  
TEKS KARYA ILMIAH BERBASIS MASALAH  
PADA SISWA KELAS XI SEKOLAH MENENGAH ATAS**

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Abstrak

Abstrak: Tujuan dari penelitian ini adalah (1) mendeskripsikan profil pembelajaran menulis teks karya ilmiah, (2) merancang bahan ajar multimedia interaktif, pengembangan dan produk akhir dari bahan ajar, (3) menganalisis kelayakan dan ketuntasan produk bahan ajar berbasis multimedia pada pembelajaran teks karya ilmiah berdasarkan penilaian ahli media, ahli materi dan siswa.

Hasil penelitian dan pengembangan: Berdasarkan hasil empiris dan pengamatan yang telah dilakukan, model Dick dan Carrey memiliki 10 langkah pembelajaran yang sistematis dimulai dari mengidentifikasi tujuan umum pembelajaran sampai melaksanakan evaluasi, sangat tepat digunakan dalam pembelajaran menulis teks karya ilmiah. Selain hal tersebut, Tahap design meliputi pembuatan flowchart dan storyboard. Tahap pengembangan meliputi pembuatan produk bahan ajar berbasis multimedia interaktif, validasi ahli materi dan validasi ahli media, serta revisi media pembelajaran dari ahli materi dan ahli media. Tahap implementasi dilakukan tiga siklus yaitu uji coba produk kelompok kecil yang melibatkan 3 orang siswa, uji coba produk kelompok melibatkan 6 orang siswa, dan uji lapangan yang melibatkan 33 orang siswa, (2) hasil penilaian ahli materi pada aspek pembelajaran mendapatkan skor 80% dengan kategori baik. Hasil penilaian ahli media pada aspek tampilan mendapat skor rata-rata 89,33 dengan kategori sangat baik (3) hasil uji coba pada peserta didik mendapatkan skor rata-rata 85,09% dengan kategori baik, dan (4) kelayakan bahan ajar berdasarkan nilai pretest dan posttest yaitu 74,66 menjadi 79,75. Dengan demikian, bahan ajar multimedia interaktif teks karya ilmiah berbasis masalah layak digunakan sebagai media pembelajaran untuk kelas XI Sekolah Menengah Atas.

Kata kunci: pengembangan, bahan ajar, multimedia interaktif, pembelajaran berbasis masalah, karya ilmiah, Dick, carrey and Carrey.

**DEVELOPMENT OF TEACHING MATERIALS SCIENTIFIC TEXT  
WORKS INTERACTIVE MULTIMEDIA  
BASED ON CLASS XI SENIOR HIGH SCHOOL**

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Abstract

Abstract: The purpose of this study were (1) to see the profile of learning to write text scientific work, (2) design teaching materials interactive multimedia, development and end products of materials, (3) analyze the feasibility and thoroughness of products based teaching material, multimedia learning text scientific work based on assessment of media experts, subject matter experts and students.

Results of research and development: (1) This type of research is a research & development (R & D) with a model Dick, Carey, and Carey, one model of learning that can be used in learning Indonesian language and literature. Based on the empirical results and observations that have been made, it is known that the development of this model is very precisely applied in teaching writing text scientific papers. Besides this, Dick and Carrey models have 10-step systematic learning, began identifying common goal of learning to carry out the evaluation. Stage design includes flowcharts and storyboards. Product development stage include the manufacture of interactive multimedia based teaching materials, materials expert validation and validation of media experts, as well as instructional media revision of subject matter experts and media experts. Implementation phase conducted three cycles of product trials small groups involving three students, the test product group involves six students, and field tests involving 28 students, (2) the results of expert assessment of the material on the learning aspect to get a score of 80% with both categories. The results of the expert assessment on the aspects of display media received an average score of 89.33 with excellent category (3) the results of tests on the students get an average score of 85.09% with a good category, and (4) the feasibility of teaching materials based on the value pretest and posttest is 74.66 into 79.75.

Keywords: development, instructional materials, interactive multimedia, scientific papers, Dick, Carey and Carrey.