

PENGEMBANGAN MULTIMEDIA DENGAN *SOFTWARE CONSTRUCT*

2.0 DALAM PEMBELAJARAN MEMENTASKAN DRAMA MELALUI

MODEL PEMBELAJARAN BERBASIS PROYEK

(Penelitian dan Pengembangan Multimedia di SMP Daruut Tauid Boarding School
Kelas VIII Kota Bandung)

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Abstrak: Pada era globalisasi, perkembangan teknologi semakin berkembang pesat. Hal tersebut berdampak pada bidang pendidikan yang menuntut penggunaan teknologi dalam proses pembelajaran. Salah satu hasil dari perkembangan teknologi adalah multimedia. Namun, sering kali pemanfaatan multimedia tidak dilaksanakan secara efektif. Penelitian ini bertujuan untuk mengetahui membuat rancangan multimedia pembelajaran mementaskan drama melalui model pembelajaran berbasis proyek hingga mengetahui respons siswa kelas VIII SMP DTBS Putri Bandung terhadap pengembangan multimedia pembelajaran mementaskan drama. Dilakukannya penelitian ini didasarkan pada hasil observasi, wawancara, dan hasil angket di SMP DTBS Putri Bandung yang menunjukkan kurangnya pemanfaatan media pembelajaran mementaskan drama secara efektif. Metode penelitian yang digunakan adalah penelitian dan pengembangan/*Research and Development* (R&D). Tahapan prosedur penelitian yang dilakukan adalah analisis kebutuhan, desain, serta pengembangan dan implementasi. Berdasarkan hasil penghitungan nilai kemampuan siswa kelas VIII dalam mementaskan drama, didapatkan hasil nilai rata-rata sebesar 3,025%. Selain itu, berdasarkan hasil angket penilaian siswa kelas VIII SMP DTBS Putri Bandung, dapat disimpulkan bahwa multimedia pembelajaran mementaskan drama ini diterima oleh siswa dengan sangat baik.

Kata kunci: multimedia, pembelajaran mementaskan drama, model pembelajaran berbasis proyek

MULTIMEDIA DEVELOPMENT WITH SOFTWARE CONSTRUCT 2.0 IN LEARNING TO DETERMINE DRAMA THROUGH PROJECT-BASED LEARNING MODEL

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Class VIII Bandung)

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Abstract: In the era of globalization, technological development is growing rapidly. This has an impact on the education sector which demands the use of technology in the learning process. One result of the development of technology is multimedia. However, often the use of multimedia is not implemented effectively. This study aims to find out that the design of multimedia learning plays drama through a project-based learning model to find out the response of DTBS Putri Bandung Middle School students to the development of multimedia learning in performing drama. The conduct of this study was based on the results of observations, interviews, and the results of questionnaires at Putri Bandung Junior High School DTBS which showed a lack of utilization of instructional media to perform drama effectively. The research method used is research and development / Research and Development (R & D). The stages of the research procedures carried out were needs analysis, design, and development and implementation. Based on the results of the calculation of the ability of class VIII students in performing the drama, the average value of 3.025% was obtained. In addition, based on the results of the questionnaire assessment of the eighth grade students of the Putri Bandung Junior High School DTBS, it can be concluded that the multimedia learning performed this drama was very well received by students.

Keywords: multimedia, learning to perform drama, project-based learning models

