

PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF MATERI PROYEKSI PIKTORIAL PADA MATA PELAJARAN GAMBAR TEKNIK KELAS X SMK

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ABSTRAK

Tujuan penelitian ini adalah untuk: (1) menghasilkan multimedia pembelajaran interaktif sebagai media pembelajaran proyeksi piktorial; (2) mengetahui kelayakan produk berupa multimedia pembelajaran interaktif untuk mata pelajaran Gambar Teknik Mesin materi proyeksi piktorial

Penelitian ini merupakan penelitian *Research and Development* (R&D) yang disesuaikan dengan model pengembangan ADDIE. Tahapan dari model pengembangan ini ada 5, yaitu : (1) *Analysis* (analisis); (2) *Design* (perancangan); (3) *Development* (pengembangan); (4) *Implementation* (implementasi); (5) *Evaluation* (evaluasi). Namun karena keterbatasan waktu dibatasi hanya sampai dengan tahap *Implementation* (implementasi). Tahap *analysis* meliputi studi lapangan dan studi literatur. Tahap *design* meliputi pembuatan *flowchart* dan *storyboard*. Tahap *development* meliputi pembuatan produk multimedia interaktif, validasi ahli materi dan ahli media. Tahap *implementation* dilakukan dua siklus yaitu uji coba kelompok kecil yang melibatkan 10 orang siswa dan uji coba kelompok besar yang melibatkan 35 orang siswa. Teknik pengumpulan data dilakukan menggunakan angket dan dianalisis secara deskriptif kuantitatif yang diungkapkan dalam distribusi skor dan dipersentase dalam kategori skala penilaian yang telah ditentukan.

Hasil penelitian ini menunjukkan multimedia interaktif yang digunakan dalam pembelajaran gambar teknik untuk siswa kelas X TFLM. Hasil penilaian ahli materi pada aspek kualitas materi mendapatkan persentase 86,25% dengan kategori “sangat layak” dan aspek kemanfaatan materi mendapatkan persentase 75% dengan kategori “layak”. Hasil penilaian ahli media pada aspek rancangan program mendapat persentase 90% dengan kategori “sangat layak” dan aspek desain multimedia mendapat persentase 86,9% dengan kategori “sangat layak”. Hasil uji coba pada peserta didik mendapat persentase 80,33% dengan kategori “sangat layak”. Dengan demikian multimedia pembelajaran proyeksi pada mata pelajaran gambar teknik layak digunakan sebagai media pembelajaran untuk kelas X SMK.

Kata kunci: *Research and Development*, Multimedia Interaktif

THE DEVELOPMENT OF INTERACTIVE LEARNING MULTIMEDIA PROJECTION MATERIAL IN THE SUBJECT OF DRAWING TECHNIQUE IN CLASS X VOCATIONAL SCHOOL

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ABSTRACT

The objectives of this study are: (1) to produce interactive learning multimedia as pictorial projection learning media; (2) determine the feasibility of a product in the form of interactive learning multimedia for mechanical engineering subject of the images pictorial projection materials

This study is a Research and Development (R&D) study that is adjusted to the ADDIE development model. There are 5 stages of this development model, namely: (1) Analysis (analysis); (2) Design (design); (3) Development (development); (4) Implementation (implementation); (5) Evaluation (evaluation). However, due to time constraints limited only to the Implementation stage (implementation). The analysis phase includes field studies and literature studies. The design phase includes making flowcharts and storyboards. The development phase includes the creation of interactive multimedia products, validation of material experts and media experts. The implementation phase is carried out in two cycles, namely a small group trial involving 10 students and a large group trial involving 35 students. Data collection techniques were done using a questionnaire and analyzed descriptively quantitatively expressed in the distribution of scores and percentage in the category of predetermined rating scale.

The results of this study indicate form of interactive multimedia used in learning technical drawing for students of class X TFLM. The results of the assessment of material experts in the aspect of material quality get a percentage of 86.25% with the category "very feasible" and the aspect of material benefit get a percentage of 75% with the category "feasible". The results of the assessment of media experts on the aspect of program design received a percentage of 90% with the category "very feasible" and aspects of multimedia design got a percentage of 86.9% with the category of "very feasible". The results of trials on students received a percentage of 80.33% with the category "very feasible". Thus the projected learning multimedia in technical drawing subjects is suitable to be used as a learning medium for grade X vocational schools.

Keywords: Research and Development, Interactive Multimedia