

ABSTRAK

Bene Dikta Br Berutu, NIM 4172111002 (2017). Pengembangan Media Pembelajaran Berbasis Macromedia Flash 8. Pada Materi Bangun Datar Segi Empat Di Kelas VII SMP.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran berbasis flash yang valid dan praktis. Jenis penelitian yang digunakan adalah research and development (R&D). Model pengembangan media ini pernah dikembangkan terutama berdasarkan model pengembangan ADDIE (Analysis, Design, Development, Implementation, Evaluation). Adapun subjek dalam penelitian ini adalah siswa kelas VII SMP Negeri 3 Penanggalan yang berjumlah 30 orang.

Berdasarkan hasil uji coba yang dilakukan, diperoleh statistik dari validasi ahli materi dengan persentase rata-rata skor 98,6% berada pada kategori sangat valid, sedangkan hasil validasi media dengan persentase rata-rata skor 89,5% berada pada kategori sangat valid. Kepraktisan dilihat hasil persentase skor angket respon siswa. Persentase skor kelas kecil adalah 88,6%, persentase skor kelas besar adalah 96,6% dan persentase skor respon guru adalah 91,6%, sehingga secara keseluruhan media pembelajaran yang dikembangkan oleh peneliti berada pada kategori sangat praktis.

Kata Kunci: Media Pembelajaran, Bangun Datar Segi Empat, Macromedia Flash 8, ADDIE



ABSTRACT

Bene Dikta Br Berutu, NIM 4172111002 (2017). Development of Learning Media Based on Macromedia Flash 8. On the Material of Quadrilateral Flat Shapes in Class VII SMP.

This study aims to produce valid and practical flash-based learning media. The type of research used is research and development (R&D). This media development model has been developed mainly based on the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). The subjects in this study were students of class VII SMP Negeri 3 Penanggalan totaling 30 people. Based on the results of the experiments carried out, statistics were obtained from material expert validation with an average score of 98.6% in the very valid category, while the results of media validation with an average percentage score of 89.5% were in the very valid category. Practicality can be seen from the results of the percentage of student response questionnaire scores. The percentage score for the small class is 88.6%, the percentage score for the large class is 96.6% and the percentage score for the teacher's response is 91.6%, so that the overall learning media developed by the researcher is in the very practical category.

Keywords: Learning Media, Quadrangular Flat Shape, Macromedia Flash 8, ADDIE

