

ABSTRACT

ROY FIKRI TINAMBUNAN, NIM. 8146122040. INTERACTIVE MEDIA DEVELOPMENT BASED LEARNING PROBLEMS OF THE SUBJECT OF EDUCATION CITIZENSHIP CLASS VIII SMP ISLAM AL-ULUM INTEGRATED FIELD

This thesis Technology Studies Program Graduate School of Education, University of Medan, 2016. The aim of this research are: (1) generating media-based interactive learning problems that can improve student learning outcomes in the matter of democracy in class VIII SMP Al-Ulum Medan, (2) the feasibility problem-based interactive learning media in improving student learning outcomes in the matter of democracy in class VIII SMP Al-Ulum Medan, (3) problem-based interactive learning media can improve student learning outcomes in the matter of democracy in class VIII SMP Al-Ulum Medan. This type of research is the development of research, with the ADDIE models. The study involved a class VIII student sebanyak 30 people. Collecting data in this study conducted by the method: the recording of documents, questionnaires and tests. The results found that (1) the development of the media can improve student learning outcomes, thus eligible to be developed, (2) the validation results matter expert problem-based interactive learning media that have been made, including in highly feasible with the assessment criteria of 91%. The tests included in a decent media expert with a rating of 79%. Results validation design expert on the feasibility aspect of media, including the criteria very decent, with a rating of 88%. In the pilot phase was very good category with a percentage of 82.5%. Later in the trial phase of small groups in the excellent category with a percentage of 91.14%. The test results of 30 students included in the criteria very well with a rating of 92.85%. Media is feasible to be used as a learning medium. Furthermore, it can be concluded that the media-based interactive learning civics problems in materials that have been developed democracies, including in very good to be used as a media-based interactive learning problems (assessment results are subject matter experts, media experts, and students gave an average of 87.41% votes) , The result of the calculation using the t test for differences in student learning outcomes using problem-based interactive learning media shows that the average score of students before using instructional media amounted to 62.4 and after using problem-based interactive learning media increased by 90.5. Furthermore, based on the analysis using the t test formula $t > t_{table}$ ($41.6 > 2.045$) so it can be concluded that there are differences in average student learning outcomes using problem-based learning media.

Keywords: media, interactive learning, learning outcomes,

ABSTRAK

Roy Fikri Tinambunan, NIM. 8146122040. **PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS MASALAH PADA MATA PELAJARAN PENDIDIKAN KEWARGANEGARAAN KELAS VIII SMP ISLAM AL-ULUM TERPADU MEDAN**, Tesis Program Studi Teknologi Pendidikan Sekolah Pascasarjana, Universitas Negeri Medan, 2016.

Permasalahan yang ditemukan di SMP Islam Terpadu Al-Ulum Medan minimnya media pembelajaran yang memfasilitasi guru dalam proses pembelajaran PKN pada kelas VIII.A semester Ganjil, sehingga dilaksanakanlah penelitian yang bertujuan menghasilkan produk media interaktif berbasis *Macromedia flash 8*. Secara operasional tujuan tersebut dirinci kedalam tiga tahapan kerja yang berkaitan, yaitu: 1) mendeskripsikan rancangan multimedia interaktif, 2) mengetahui hasil pengembangan media pembelajaran interaktif untuk siswa kelas VIII.A SMP Islam Terpadu Al-Ulum Medan dan 3) mengetahui efektivitas penggunaan pengembangan media pembelajaran interaktif terhadap hasil belajar PKN siswa kelas VIII.A. SMP Islam Terpadu Al-Ulum. Jenis penelitian ini adalah penelitian pengembangan, dengan model ADDIE. Penelitian ini melibatkan siswa kelas VIII 30 orang. Pengumpulan data dalam penelitian ini dilakukan dengan metode : pencatatan dokumen, kuesioner dan tes. Hasil penelitian menemukan (1) rancang bangun media pembelajaran interaktif berupa *flowchart* dan *storyboard* yang digunakan untuk mengembangkan sebuah produk pengembangan berupa media pembelajaran interaktif. (2) kualitas hasil pengembangan multimedia interaktif menurut ahli materi yaitu sebesar 91% berada pada kualifikasi sangat baik. Hasil evaluasi ahli desain sebesar 87,66% berada pada kualifikasi sangat baik. Hasil evaluasi ahli media sebesar 83,1% berada pada kualifikasi baik. Hasil uji perorangan sebesar 79% berada pada kualifikasi baik. Hasil uji perorangan sebesar 82,25% berada pada kualifikas sangat baik. Hasil uji kelompok sebesar 91,4% dan hasil uji lapangan sebesar 92,9% berada pada kualifikasi sangat baik. (3) berdasarkan hasil uji efektivitas penghitungan hasil belajar secara manual maka terdapat perbedaan yang signifikan hasil belajar PKN siswa antara sebelum dan sesudah menggunakan multimedia pembelajaran interaktif. Nilai rata-rata setelah menggunakan media (90,5) lebih tinggi dibandingkan sebelum menggunakan media (62,40).

Kata Kunci: Media interaktif, *Macromedia Flash 8*, hasil Belajar,