

ABSTRAK

MARDIMPU SIHOMBING, Pengembangan Media Pembelajaran Interaktif berbasis *Problem Based Learning* Pada Mata Pelajaran Geografi. Tesis .Program Pasca Sarjana Universitas Negeri Medan Tahun 2019.

Penelitian ini bertujuan untuk mengetahui : (1) kelayakan multimedia interaktif berbasis *Problem Based Learning* pada pembelajaran geografi, (2) efektivitas penggunaan multimedia interaktif berbasis *Problem Based Learning* pada pembelajaran geografi. Tahapan penelitian ini adalah tahapan analisis kebutuhan, tahap perencanaan media pembelajaran, dan desain. Penelitian ini merupakan penelitian pengembangan yang dikembangkan dengan Model Pengembangan *Dick and Carey* yang dipadukan dengan *Borg and Gall*, dengan melibatkan partisipan sebanyak 72 orang yang diambil secara acak kluster dari siswa kelas X SMA Negeri 12 Medan. Angket validasi dari ahli digunakan untuk menelusuri kelayakan media dan tes hasil belajar geografi dikembangkan dan diuji coba untuk menguji hasil belajar.

Data dianalisis dengan statistic deskriptif untuk menggambarkan keadaan data. Persyaratan analisis dan uji hipotesis diuji dengan statistic inferensial. Persyaratan analisis dengan uji lilliefors adalah terpenuhi. Tahap pengembangan dan tahap uji coba atau validasi. Hasil penelitian menunjukkan (1) Uji ahli materi geografi sangat baik (97,05 %), (2) Uji ahli media pembelajaran berada pada kualifikasi sangat baik (89,18%), (3) Uji desain pembelajaran sangat baik (94%), (4) Uji perorangan berada pada kualifikasi sangat baik (94,81%), (5) Uji kelompok kecil berada pada kualifikasi sangat baik (96,10%), (6) Uji lapangan berada pada kualifikasi sangat baik (94,81 %). Hasil belajar geografi membuktikan bahwa terdapat perbedaan yang signifikan antara yang menggunakan multimedia interaktif berbasis *Problem Based Learning* dengan power point. Ditunjukkan dengan hasil $31,08 > 26,58$, $\alpha = 0,05$. Hasil pengujian hipotesis membuktikan bahwa terdapat perbedaan yang signifikan, hal ini ditunjukkan dengan hasil pengolahan data $t_{hitung} = 4,57$ pada taraf signifikansi = 0,05 $t_{tabel} = 2,75$. Disimpulkan bahwa multimedia interaktif berbasis *Problem Based Learning* yang dikembangkan layak dan efektif untuk meningkatkan hasil belajar geografi.

Kata kunci : hasil belajar, multimedia interaktif, *adobe flash cs6*

ABSTRACT

MARDIMPU SIHOMBING, Interactive Learning Media Development based on *Problem Based Learning* in Geography Subjects. Thesis. Postgraduate Program, Universitas Negeri Medan in 2019.

This study aims to determine: (1) the feasibility of interactive multimedia based on Problem Based Learning on learning geography, (2) the effectiveness of the use of interactive multimedia based on Problem Based Learning on learning geography. The stages of this research are the stages of needs analysis, learning media planning stages, and design. This research is a development study developed with the Dick and Carey Development Model combined with Borg and Gall, involving 72 participants randomly drawn from class X students of SMA Negeri 12 Medan. Validation questionnaires from experts were used to track the feasibility of the media and geography learning outcomes tests were developed and tested to test learning outcomes.

Data were analyzed with descriptive statistics to describe the state of the data. Requirements analysis and hypothesis testing are tested with inferential statistics. The analysis requirements with the lilliefors test are fulfilled. The development phase and the testing or validation stage. The results showed (1) the geography material expert test was very good (97.05%), (2) the learning media expert test was very good qualification (89.18%), (3) the learning design test was very good (94%) , (4) Individual tests are in very good qualifications (94.81%), (5) Small group tests are in very good qualifications (96.10%), (6) Field tests are in very good qualifications (94.81%) . The results of learning geography prove that there is a significant difference between using interactive multimedia based on Problem Based Learning and power point. Shown with the results $31.08 > 26.58$, $\alpha = 0.05$. The results of hypothesis testing prove that there are significant differences, this is indicated by the results of data processing $t_{\text{count}} = 4.57$ at the significance level $= 0.05$ $t_{\text{table}} = 2.75$. It was concluded that interactive multimedia based on Problem Based Learning developed was feasible and effective to improve learning outcomes in geography.

Keywords: learning outcomes, interactive multimedia, adobe flash cs6

