ABSTRAK

Ostawati Gultom. Pengembangan Multimedia Pembelajaran Interaktif Membaca Permulaan Untuk anak Usia dini (5-6 tahun) di Taman Kanak-Kanak Nasrani 3 Kecamatan Medan Kota, Kota Medan. Program Studi Pendidikan Dasar Pascasarjana Universitas Negeri Medan

Tujuan penelitian pengembangan ini adalah untuk mengetahui kelayakan dan efektivitas multimedia pembelajaran interaktif membaca permulaan Anak Usia Dini di Kelompok B TK Nasrani 3 Kecamatan Medan Kota, Kota Medan. Model Penembangan dalam penelitian ini mengacu pada model penelitian dan pengembangan 4D (Four- D) yang terdiiri atas 4 tahap utama yaitu define, design, develop, dan disseminate. Subjek pada penelitian ini adalah 3 Validator ahli dan 20 siswa Kelompok B TK Nasrani 3 Medan. Produk penelitian ini berupa produk software multimedia pembelajaran interaktif pada materi benda-benda langit untuk siswa kelompok B TK Nasrani 3 Medan. Hasil penelitian diperoleh bahwa (1) Tingkat kelayakan multimedia pembelajaran interaktif membaca permulaan berdasarkan: a) hasil validasi dari ahli materi terhadap terhadap kelayakan isi oleh ahli media pembelajaran sebesar 3,6, ahli materi pembelajaran sebesar 3.7,sedangkan ahli desain 3.5 di katergori dengan "sangat layak". b) hasil praktis dari guru menyatakan bahwa anak mendapat respond an tanggapan sangat baik.Hal ini dapat terjadi dikarenakan langkah-langkah dimuat pada multimedia pembelajaran memiliki petunjuk dan mudah dipahami oleh anak. 2) Hasil efektivitas multimedia pembelajaran interaktif yang dikembangkan menunjukkan hasil rata-rata membaca permulaan anak pada hasil observasi awal sebesar 45% yang berarti anak mulai berkembang dan hasil observasi akhir sebesar 83% yang berarti anak berkembang sangat baik.

Kata kunci: Multimedia Pembelajaran Interaktif, Membaca Permulaan, anak usia dini

ABSTRACT

Ostawati Gultom. Development of Interactive Learning Multimedia Learning Beginning for early childhood (5-6 years) in Christian Kindergarten 3 District Medan Kota, Medan City. Postgraduate Basic Education Study Program, State University of Medan.

The purpose of this research and development was to determine the feasibility and effectiveness of interactive learning multimedia for early reading in Early Childhood Reading in Group B TK Nasrani 3, Medan Kota District, Medan City. The development model in this study refers to the 4D (Four-D) research and development model which consists of 4 main stages, namely define, design, develop, and disseminate. The subjects in this study were 3 expert validators and 20 students of Group B TK Nasrani 3 Medan. The product of this research is a multimedia interactive learning software product on the material of celestial objects for group B students TK Nasrani 3 Medan. The results showed that (1) the feasibility level of interactive learning multimedia pre-reading based on: a) the validation results of the material experts on the feasibility of content by instructional media experts by 3.6, learning material experts by 3.7, while design experts 3.5 in the category with " very worthy ". b) the practical results of the teacher state that the child gets very good responses and responses. This can happen because the steps contained in multimedia learning have instructions and are easily understood by children. 2) The results of the effectiveness of interactive learning multimedia that were developed showed the average result of reading the beginning of the child on the results of initial observations was 45%, which means that the child began to develop and the result of the final observation was 83%, which means the child developed very well.

Keywords: Interactive Learning M

ultimedia, Beginning Reading, early childhood