

## ABSTRAK

### **Dhara Chiltya Simamora, NIM 4163111008 (2016). Pengembangan Bahan Ajar Interaktif Berbasis Pendidikan Matematika Realistik Pada Materi Transformasi Geometri.**

Penelitian ini bertujuan untuk: (1) mengetahui bagaimana validitas bahan ajar interaktif berbasis pendidikan matematika realistik pada materi transformasi geometri. (2) mengetahui bagaimana praktisitas bahan ajar interaktif berbasis pendidikan matematika realistik transformasi geometri. Jenis penelitian ini adalah penelitian dan pengembangan (*Research and Development*) yang mengacu pada model ADDIE (*Analysis-Design-Develop-Implement-Evaluate*). Subjek penelitian ini adalah 1 orang guru dan 28 orang siswa kelas IX MTs Negeri 2 Medan dengan instrumen penelitian yang berupa lembar validasi RPP, lembar validasi materi dan media bahan ajar interaktif, serta angket respon guru dan peserta didik. Hasil penelitian menunjukkan bahwa: (1) Bahan Ajar Interaktif berbasis pendekatan pendidikan matematika realistik pada materi transformasi geometri yang dikembangkan telah memenuhi kriteria kevalidan berdasarkan penilaian validator dengan nilai validitas materi sebesar 4,28 dengan kategori sangat layak dan nilai validitas media sebesar 4,31 dengan kategori sangat layak. (2) Bahan ajar interaktif berbasis pendidikan matematika realistik pada materi transformasi yang dikembangkan telah memenuhi kriteria kepraktisan melalui: a) hasil angket respon guru terhadap bahan ajar interaktif menunjukkan nilai kepraktisan sebesar 4,57 dengan kategori sangat praktis; b) hasil angket respon siswa terhadap bahan ajar interaktif menunjukkan nilai kepraktisan sebesar 3,8 dengan kategori praktis.

**Kata Kunci:** Bahan Ajar Interaktif, Validitas, Praktikalitas, Pendidikan Matematika Realistik,



## ABSTRACT

**Dhara Chiltya Simamora, NIM 4163111008 (2016). Development of Interactive Teaching Materials Based on Realistic Mathematics Education on Geometry Transformation Materials.**

This study aims to: (1) determine the validity of interactive teaching materials based on realistic mathematics education on geometry transformation materials. (2) knowing how the practicality of interactive teaching materials based on realistic mathematics education on geometric transformation materials. This type of research is research and development which refers to the ADDIE (Analysis-Design-Develop-Implement-Evaluate) model. The subjects of this study were 1 teacher and 28 students of class IX MTs Negeri 2 Medan with research instruments in the form of RPP validation sheets, material validation sheets and interactive teaching material media, as well as teacher and student response questionnaires. The results showed that: (1) Interactive teaching materials based on a realistic mathematics education approach in the geometry transformation material developed have met the validity criteria based on the validator's assessment with a material validity value of 4.28 with a very feasible category and a media validity value of 4.31 with very worthy category. (2) Interactive teaching materials based on realistic mathematics education on the developed transformation materials have met the criteria of practicality through: a) the results of the teacher's questionnaire response to interactive teaching materials showed a practicality value of 4.57 with the very practical category; b) the results of the student response questionnaire to interactive teaching materials showed a practicality value of 3.8 with the practical category.

**Keywords:** Interactive Teaching Materials, Validity, Practicality, Realistic Mathematic Education.

