

ABSTRAK

Febriana Lastioma Sinaga, NIM 4163111022 (2021). Pengembangan Media Pembelajaran Interaktif Berbasis *Adobe Flash Professional CS6* pada Materi Bangun Ruang Sisi Datar.

Penelitian ini bertujuan untuk: (1) menghasilkan media pembelajaran interaktif berbasis *Adobe Flash Professional CS6* pada materi bangun ruang sisi datar (prisma) dengan kriteria valid; (2) menghasilkan media pembelajaran interaktif berbasis *Adobe Flash Professional CS6* pada materi bangun ruang sisi datar (prisma) dengan kriteria praktis; (3) menghasilkan media pembelajaran interaktif berbasis *Adobe Flash Professional CS6* pada materi bangun ruang sisi datar (prisma) dengan kriteria efektif.

Penelitian ini adalah penelitian dan pengembangan (*Research and Development*) dengan menggunakan model pengembangan ADDIE. Subjek dalam penelitian ini adalah 4 siswa SMP yang bertempat tinggal disekitar Desa Sibaganding Kecamatan Girsang Sipangan Bolon Kabupaten Simalungun dan objek dalam penelitian ini adalah media pembelajaran interaktif yang dikembangkan berbasis *Adobe Flash Professional CS6* pada materi bangun ruang sisi datar (prisma).

Hasil penelitian menunjukkan: (1) media pembelajaran interaktif berbasis *Adobe Flash Professional CS6* pada materi bangun ruang sisi datar (prisma) telah valid dengan kriteria “Sangat Baik” berdasarkan penilaian ahli materi sebesar 4,69 (valid) dan ahli media sebesar 4,63 (valid); (2) penilaian kepraktisan media telah praktis dengan kriteria “Sangat Baik” oleh guru memperoleh nilai sebesar 4,71 (praktis) dan oleh siswa memperoleh nilai sebesar 4,36 (praktis); (3) keefektifan media pembelajaran berdasarkan hasil tes siswa memperoleh nilai rata-rata sebesar 80 (efektif) dengan kriteria “Sangat Baik” dan angket respon siswa positif dengan perolehan nilai sebesar 100% (efektif).

Kata Kunci: Media Pembelajaran Interaktif, *Adobe Flash Professional CS6*, ADDIE



ABSTRACT

Febriana Lastioma Sinaga, NIM 4163111022 (2021). Development of Interactive Learning Media Based on Adobe Flash Professional CS6 on Flat Sides Building Materials.

This study aims to: (1) produce interactive learning media based on Adobe Flash Professional CS6 on the material of flat-sided space (prism) with valid criteria; (2) produce interactive learning media based on Adobe Flash Professional CS6 on the material of flat-sided space (prism) with practical criteria; (3) produce interactive learning media based on Adobe Flash Professional CS6 on the material of flat side space (prism) with effective criteria.

This research is a research and development (Research and Development) using the ADDIE development model. The subjects in this study were 4 junior high school students who live around Sibaganding Village, Girsang Sipangan Bolon District, Simalungun Regency and the object in this study is an interactive learning media developed based on Adobe Flash Professional CS6 on the material of flat side space (prism).

The results showed: (1) interactive learning media based on Adobe Flash Professional CS6 on the material of flat side space (prism) was valid with the criteria of "Very Good" based on the evaluation of material experts of 4.69 (valid) and media experts of 4.63 (valid); (2) the media practicality assessment was practical with the criteria of "Very Good" by the teacher getting a score of 4.71 (practical) and by the students getting a score of 4.36 (practical); (3) the effectiveness of the learning media based on the test results of students obtaining an average score of 80 (effective) with the criteria "Very Good" and a positive student response questionnaire with a score of 100% (effective).

Keywords: Interactive Learning Media, Adobe Flash Professional CS6, ADDIE

