

## ABSTRACT

**Lasmaria Agnes Sinaga. 8186182028. Development of Interactive Multimedia Based on Contextual Teaching and Learning on Theme 6 My Goals Sub-theme 1 Me & My Dreams Class IV SD Negeri 106789 Tanjung Gusta. Thesis. Basic Education Study Program. Graduate Program. Medan State University. 2021.**

This research and development aims to (1) find out the feasibility of interactive multimedia based on contextual teaching and learning on sub-theme 1 I & my goals in class IV SD Negeri 106789 Tanjung Gusta; (2) knowing the effectiveness of interactive multimedia based on contextual teaching and learning in subtheme 1 I & my goals in class IV SD Negeri 106789 Tanjung Gusta. The development model in this study is 4D which consists of 4 stages, namely: define, design, develop, and disseminate. The results showed that: The assessment of multimedia content/material experts was in very feasible criteria with an average score (4.58) and the assessment of multimedia construction experts was in very feasible criteria with an average score (4.62). The percentage of classical completeness in trial I reached 80% with an average gain value of 0.5 and the percentage of classical completeness in trial II reached 100% with an average gain value of 0.8 so that it was effectively used to improve student learning outcomes.

**Keywords:** Interactive Multimedia, Contextual Teaching and Learning, Student Learning Outcomes, Subtheme 1 Me & My Goals



## ABSTRAK

**Lasmaria Agnes Sinaga. 8186182028. Pengembangan Multimedia Interaktif Berbasis *Contextual Teaching and Learning* pada Tema 6 Cita-citaku Subtema 1 Aku & Cita-citaku Kelas IV SD Negeri 106789 Tanjung Gusta. Tesis. Program Studi Pendidikan Dasar. Program Pascasarjana. Universitas Negeri Medan. 2021.**

Penelitian dan pengembangan ini bertujuan untuk (1) mengetahui kelayakkan multimedia interaktif berbasis *contextual teaching and learning* pada subtema 1 aku & cita-citaku di kelas IV SD Negeri 106789 Tanjung Gusta; (2) mengetahui keefektifan multimedia interaktif berbasis *contextual teaching and learning* pada subtema 1 aku & cita-citaku di kelas IV SD Negeri 106789 Tanjung Gusta. Model pengembangan dalam penelitian ini 4D yang terdiri atas 4 tahap yaitu: *define, design, develop, dan disseminate*. Hasil penelitian menunjukkan bahwa : Penilaian ahli konten/materi multimedia berada pada kriteria sangat layak dengan skor rata-rata (4,58) dan penilaian ahli konstruksi multimedia berada pada kriteria sangat layak dengan skor rata-rata (4,62). Persentase ketuntasan klasikal pada uji coba I mencapai 80% dengan perolehan rata-rata nilai gain 0,5 dan persentase ketuntasan klasikal uji coba II mencapai 100% dengan perolehan rata-rata nilai gain 0,8 sehingga efektif digunakan untuk meningkatkan hasil belajar siswa.

***Kata Kunci:*** *Multimedia Interaktif, Contextual Teaching and Learning, Hasil Belajar Siswa, Subtema 1 Aku & Cita-citaku*

