

ABSTRAK

JEKSEN KRISTIAN SINAGA : Pengembangan Multimedia Interaktif Berbasis Web Terhadap Hasil Belajar. Tesis . Pendidikan Fisika. Program Pascasarjana Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk mengembangkan multimedia interaktif berbasis web pada materi fluida statis yang valid, praktis dan efektif serta mengetahui *gain* hasil belajar peserta didik. Metode penelitian yang digunakan adalah metode penelitian pengembangan berdasarkan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Hasil penelitian pengembangan diperoleh multimedia interaktif berbasis web yang valid oleh ahli media (87%) dan ahli materi (81%), sangat praktis oleh pengguna guru (91%) dan peserta didik (87%) ,efektif dengan rata-rata ketuntasan klasikal 90% *N-gain* dalam kategori tinggi yaitu 0,79. Berdasarkan hasil analisis data, media pembelajaran ini dapat digunakan dalam proses pembelajaran.

Kata Kunci : Multimedia Interaktif, ADDIE, Web

ABSTRACT

JEKSEN KRISTIAN SINAGA: Development of Web-Based Interactive Multimedia on Learning Outcomes. Thesis. Physical education. Medan State University Postgraduate Program, 2024.

This research aims to develop web-based interactive multimedia on static fluid material that is valid, practical and effective and determines the gain in student learning outcomes. The research method used is a development research method based on the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. The results of the development research showed that web-based interactive multimedia was valid for media experts (87%) and material experts (81%), very practical for teacher users (91%) and students (87%), effective with an average classical mastery of 90 % N-gain in the high category is 0.79. Based on the results of data analysis, this learning media can be used in the learning process.

Keywords: Interactive Multimedia, ADDIE, Web