

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS PENDEKATAN  
KONTEKSTUAL DALAM PEMBELAJARAN MATEMATIKA  
DI SEKOLAH DASAR**

**(2019)**

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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan sebuah produk media pembelajaran matematika berupa multimedia interaktif berbasis pendekatan kontekstual pada materi keliling dan luas bangun datar di kelas IV SD. Metode yang digunakan dalam penelitian ini adalah *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, Evaluate*) dan Dick&Carey yang menghasilkan lima tahapan penelitian, yaitu analisis, perancangan, pengembangan, implementasi, dan evaluasi. Penelitian dan pengembangan ini melibatkan satu dosen ahli materi, satu dosen ahli media, satu dosen ahli bahasa, satu orang guru kelas IV, dan siswa kelas IV SDN Rawamangun 12 sebanyak 31 siswa. Pengumpulan data dilakukan melalui wawancara, observasi, dan angket. Hasil analisis data menunjukkan nilai rata-rata pada uji ahli (ahli materi, ahli media, ahli bahasa, dan guru kelas IV SD) sebesar 97.5% dan uji coba siswa (uji coba satu-satu, uji coba kelompok kecil, dan uji coba lapangan) sebesar 95.1% tergolong dalam kategori "Sangat Baik". Maka hasil penelitian dan pengembangan ini menunjukkan bahwa multimedia interaktif berbasis pendekatan kontekstual pada materi keliling dan luas bangun datar ini valid dan layak digunakan dalam pembelajaran matematika di kelas IV SD.

Kata kunci: Multimedia Interaktif, Matematika, Pendekatan Kontekstual, R&D, ADDIE, Dick&Carey

**THE DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON  
CONTEXTUAL APPROACH ON MATHEMATIC LESSON  
IN ELEMENTARY SCHOOL**

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**ABSTRACT**

*The research was aimed to produce a mathematic instructional media in the form of interactive multimedia based on contextual approach with the subject matter of perimeter and area plane for fourth grade elementary school. The method in this research is Research and Development (R&D) with ADDIE (Analyze, Design, Develop, Implement, Evaluate) and Dick&Carey development model, which consist of five steps: analysis, design, development, implementation, and evaluation. This research and development involved one matter expert professor, one linguist professor, one media expert professor, one teacher of fourth grade elementary school, and 31 participants of fourth grade from 12 Rawamangun Elementary School. The data was collected from interview, observation, and survey. The result shows all expert review (matter expert, media expert, linguist, and teacher of fourth grade elementary school) with average score of 97.5% and evaluation from students (one-to-one evaluation, small group evaluation, and field test evaluation) with average score of 95.1% belong to "Very Good" category. Therefore, the result of this research and development shows that interactive multimedia based on contextual approach with the subject matter of perimeter and area plane is valid and suitable to be used on mathematic lesson in fourth grade elementary school.*

*Keyword: Interactive Multimedia, Mathematic, Contextual Approach, R&D, ADDIE, Dick&Carey*