

ABSTRACT

Hasanah, Rupyatun. 2022. Development of Vocational Skills-Oriented Interactive Multimedia Theme 4 Sub-theme 3 Learning 3 Class IV SDN Laweyan II Probolinggo Regency, Thesis, Elementary School Teacher Education Study Program, FKIP, Panca Marga University Probolinggo, Supervisor (I) Didit Yulian K., S.Pd., M.Pd., Supervisor (II) Ludfi Arya Wardana, S.Pd., M.Pd

Keywords: Development, Interactive Multimedia, Vocational Skills.

Against this background, the level of awareness of education is still low, and the use of media in learning is also still monotonous and does not vary. The majority of the population around SDN Laweyan II, Probolinggo Regency, make a living as bamboo basket craftsmen. Based on the problem, the research is focused on developing interactive multimedia oriented to vocational skills.

The method used in this study is the collection of observational data, as well as a questionnaire. This study uses the Borg & Gall development model with modifications. Among them are preliminary studies, interactive multimedia design, product development, validation and limited testing, revision of the final product in development. The results of the assessment from the validators and learning practitioners showed that the media developed was valid and practical with revisions.

Based on the research results, Vocational Skills Oriented Interactive Multimedia Theme 4 Subtheme 3 Learning 3 Class IV has been valid and practical, therefore the media is said to be feasible and can be used in the teaching and learning process. Based on the above, the researchers suggest to develop better media for the advancement of education.

ABSTRAK

Hasanah, Rupyatun. 2022. Pengembangan Multimedia Interaktif Berorientasi Keterampilan Vokasional Tema 4 Subtema 3 Pembelajaran 3 Kelas IV SDN Laweyan II Kabupaten Probolinggo, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Didit Yulian K., S.Pd., M.Pd., Pembimbing (II) Ludfi Arya Wardana, S.Pd., M.Pd

Kata Kunci: Pengembangan, Multimedia Interaktif, Keterampilan Vokasional.

Berlatarbelakang angka kesadaran terhadap pendidikan masih rendah, serta penggunaan media dalam pembelajaran juga masih monoton dan tidak bervariasi. Mayoritas penduduk sekitar SDN Laweyan II Kabupaten Probolinggo bermata pencaharian sebagai pengrajin keranjang bambu. Berdasarkan permasalahan, penelitian di fokuskan pada pengembangan multimedia interaktif Berorientasi Keterampilan Vokasional.

Metode yang digunakan dalam penelitian adalah pengumpulan data observasi, serta angket. Penelitian ini menggunakan model pengembangan Borg & Gall dengan modifikasi. Diantaranya ialah studi pendahuluan, perancangan multimedia interaktif, pengembangan produk, validasi dan uji coba terbatas, revisi produk akhir pada pengembangan. Hasil penilaian dari validator dan praktisi pembelajaran menunjukkan bahwa media yang dikembangkan valid dan praktis dengan revisi.

Berdasarkan hasil penelitian, Multimedia Interaktif Berorientasi Keterampilan Vokasional Tema 4 Subtema 3 Pembelajaran 3 Kelas IV telah valid dan praktis oleh karena itu media dikatakan layak dan dapat digunakan dalam proses belajar mengajar. Berdasarkan hal diatas, peneliti sarankan untuk mengembangkan media lebih baik demi kemajuan pendidikan.