

Wasilatul Fatichah Khoirulloh. 2017. Pengembangan Multimedia Interaktif Berbasis *Flashcard* Dalam Pembelajaran Bahasa Indonesia Kelas II SD Negeri Bancaran 1. Skripsi Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Sulaiman.S.Pd.,M.Pd. Pembimbing II : Fachrur Rozie,S.Pd.,M.Pd.

ABSTRAK

Pengembangan ini dilatarbelakangi oleh keterbatasan jenis media pembelajaran yang digunakan oleh guru dalam membantu proses pembelajaran pada mata pelajaran Bahasa Indonesia. Media pembelajaran merupakan salah satu faktor yang penting dalam proses pembelajaran. Penelitian dan pengembangan ini bertujuan untuk mengetahui kelayakan, kemenarikan, keefektifan dan keterterapan multimedia interaktif berbasis *flashcard*. Penelitian dan pengembangan ini menggunakan model *Borg and Gall* yang terdiri tahapannya yaitu identifikasi masalah, pengumpulan informasi, desain produk, validasi desain, perbaikan desain, uji coba produk, revisi produk, uji coba pemakaian, revisi produk tahap akhir dan produksi masal. Berdasarkan penelitian yang dilakukan diperoleh hasil kelayakan validasi ahli media pembelajaran sebesar 82,66%, validasi ahli desain pembelajaran sebesar 78,66%, dan validasi ahli materi sebesar 80%. Keefektifan multimedia interaktif berbasis *flashcard* dilihat dari ketuntasan hasil belajar klasikal siswa diperoleh 887% dilihat dari lembar observasi pelaksanaan pembelajaran 87%. Kemenarikan dari uji coba kelompok kecil diperoleh hasil 97,7% dan kelompok besar 94,54%. Keterterapan multimedia interaktif berbasis *flashcard* diperoleh hasil 94%.

Kata kunci : *pengembangan, multimedia interaktif, flashcard, Bahasa Indonesia.*

Wasilatul Fatichah Khoirulloh. 2017. The Development of Interactive Multimedia Based Flashcard in Learning Indonesian Language in The Second Grade of SDN Bancaran 1. Thesis. Elementary School Teacher Study Program. Faculty Of Education. University of Trunojoyo Madura. Advisor I: Sulaiman.S.Pd.,M.Pd. Advisor II : Fachrur Rozie,S.Pd.,M.Pd.

ABSTRACT

This development is motivated by the limitations of the types of learning media which is used by teacher in learning process in Indonesian language subject. Learning media is one of important factors in learning process. This research and development aim to determine the feasibility attractiveness, effectiveness, application of interactive multimedia based flashcard. This research and development use Borg and Gall model which consists of stages; problem identification, information gathering, product design, validation design, improvement design, product test, product revision, trial usage, final product revision, and massive production. Based on the research conducted, the result shows the feasibility of validation of learning media expert is 82,66%, the validation of learning design expert is 78,66% and the validation of material expert is 80%. The effectiveness of interactive multimedia based flashcard seen from the completeness of learning result of classical students is 88,7% seen from the observation in learning exercise sheet is 87%. The attractiveness of small group experiments resulted in 97,7% and the large group 94,54%. The application of interactive multimedia based flashcard resulted in 94%.

Keywords: *development, interactive multimedia, flashcard, Indonesian language.*