

ABSTRAK

Sindy Mega Pertiwi 2022. Pengembangan Multimedia Interaktif Berbasis *Construct 2* pada Materi Virus Kelas X SMA. Program Studi Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji Tanjungpinang. Pembimbing Skripsi: Bony Irawan S.Pd., M.Pd dan Nur Eka Kusuma Hindrasti S.Pd., M.Pd.

Kata Kunci: *Construct 2, Multimedia Interaktif, Virus*

Penelitian ini bertujuan mengembangkan multimedia interaktif pada materi Virus untuk siswa kelas X SMA yang valid, praktis, dan efektif. Penelitian ini merupakan jenis penelitian pengembangan R&D (*Research and Development*) menggunakan model pengembangan ADDIE, yang terdiri dari lima tahapan yaitu: *Analysis* (analisis), *Design* (perancangan), *Development* (pengembangan), *Implementation* (penerapan), dan *Evaluation* (penilaian). Multimedia interaktif divalidasi oleh ahli materi dan ahli media. Instrumen praktikalitas yang digunakan pada penelitian ini terdiri dari angket respon guru dan angket respon siswa. untuk instrumen efektivitas yang digunakan pada penelitian ini terdiri dari tes kognitif. Data yang diperoleh dianalisis secara deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa multimedia interaktif yang dihasilkan pada aspek validitas diperoleh dari ahli media sebesar 84,93% dan ahli materi sebesar 93,26% dengan keriteria “sangat valid”. hasil penilaian praktikalitas oleh guru sebesar 100% dan penilaian praktikalitas oleh siswa sebesar 86,95% dengan kriteria “sangat praktis”. Hasil penilaian efektivitas diperoleh dari hasil belajar kognitif dengan melakukan *post-test only* dengan rata-rata nilai sebesar 88,82. Uji efektivitas menggunakan *N-gain* dengan membandingkan nilai hasil ulangan harian dan nilai hasil post-test, menunjukkan ketuntasan klasikal 100% dengan peningkatan *N-gain* sebesar 0,74 dengan kriteria “tinggi”. Dengan demikian multimedia interaktif berbasis *construct 2* pada materi virus kelas X SMA dinyatakan valid, praktis, dan efektif digunakan dalam kegiatan pembelajaran kelas X SMA.

ABSTRACT

Sindy Mega Pertiwi 2022. Development of Interactive Multimedia Based on Construct 2 on Virus Material for Class X SMA. Biology Education Study Program, Faculty of Teacher Training and Education, Raja Ali Haji Tanjungpinang Maritime University. Thesis Advisors: Bony Irawan S.Pd., M.Pd and Nur Eka Kusuma Hindrasti S.Pd., M.Pd.

Keywords: Construct 2, Interactive Multimedia, Virus

This study aims to develop interactive multimedia on Virus material for class X high school students that is valid, practical, and effective. This research is a type of R&D development research (Research and Development) using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The interactive multimedia is validated by material experts and media experts. The practical instrument used in this study consisted of a teacher response questionnaire and a student response questionnaire. The effectiveness instrument used in this study consisted of a cognitive test. The data obtained were analyzed descriptively quantitatively and qualitatively. The results showed that the interactive multimedia produced in the validity aspect was obtained from media experts by 84.93% and material experts by 93.26% with the criteria "very valid". The results of the practicality assessment by the teacher were 100% and the practicality assessment by students was 86.95% with "very practical" criteria. The results of the effective assessment were obtained from cognitive learning outcomes by doing a post-test only with an average score of 88.82. The effectiveness test using N-gain by comparing the results of daily tests and post-test values, shows 100% classical completeness with an increase in N-gain of 0.74 with the criteria of "high". Thus, interactive multimedia based on construction 2 in class X SMA virus material is declared valid, practical, and effective for use in learning activities for class X SMA.