

## ABSTRACT

Alkasri Putra, 2020. **Development of Interactive Multimedia Loaded Guess Games for Subjects in Information and Communication Technology (ICT) for Class X Students of Senior High School 4 Padang Academic Year 2019/2020, Bachelor of Informatics Engineering Education Faculty of Teacher Training and Education, Universitas Putra Indonesia "YPTK "Padang.**

This study aims to determine the validity, practicality and effectiveness of interactive multimedia loaded with guessing games on the subjects of Information and Communication Technology (ICT) for class X students of Senior High School 4 Padang in the academic year 2019/2020.

The research method used is the research and development method, with the chosen development design using the four-D development model. The development and research aims to develop interactive multimedia containing word guessing games on Information and Communication Technology (ICT) subjects for class X students of Senior High School 4 Padang, totaling 36 students. The data analysis technique used is the validity, practicality and effectiveness test.

The results of the assessment by experts were reviewed from the aspect of content eligibility: 88%, presentation component: 88%, linguistic component 90.667% and graphic component 84%. Overall, the validator's assessment of interactive multimedia containing word guessing games is 87.667%, so the level of validity can be interpreted to be very valid in use. The results of the practicality assessment were reviewed from the aspect of the use of use: 85%, effectiveness of learning time 85%, and benefits: 85.33%. As a whole, the practicality assessment of interactive multimedia with word guessing games is 88.06%. The results of the assessment of effectiveness test in terms of aspects of learning like: 84.792%, the existence of interesting teaching materials in learning: 84.682%. Overall, the assessment of effectiveness of interactive multimedia containing word guessing games is 84.737%, so that the effectiveness can be interpreted effectively to be used. In conclusion, based on the assessment along with expert input as well as the results of research in the field of interactive multimedia loaded with guessing games, it has been tested as worthiness, excellence and can be used in the learning process of Information and Communication Technology (ICT) for class X students of Senior High School 4 Padang in the academic year 2019/2020 .

Keywords: Interactive Multimedia, Guess the Word Games

## ABSTRAK

Alkasri Putra, 2020. **Pengembangan Multimedia Interaktif Bermuatan Games Tebak Kata Pada Mata Pelajaran Teknologi Informasi dan Komunikasi (TIK) Untuk Siswa Kelas X SMA Negeri 4 Padang Tahun Ajaran 2019/2020, Sarjana Pendidikan Teknik Informatika Fakultas Keguruan dan Ilmu Pendidikan Universitas Putra Indonesia “YPTK” Padang.**

Penelitian ini bertujuan untuk mengetahui validitas, praktikalitas dan efektivitas multimedia interaktif bermuatan games tebak kata pada mata pelajaran Teknologi Informasi Dan Komunikasi (TIK) untuk siswa kelas X SMA Negeri 4 Padang tahun ajaran 2019/2020.

Metode penelitian yang digunakan adalah metode penelitian pengembangan (*research and development*), dengan desain pengembangan yang dipilih adalah menggunakan model pengembangan four-D. Pengembangan dan penelitian ini bertujuan untuk mengembangkan multimedia interaktif bermuatan games tebak kata pada mata pelajaran Teknologi Informasi Dan Komunikasi (TIK) untuk siswa kelas X SMA Negeri 4 Padang yang berjumlah 36 orang siswa. Teknik analisis data yang digunakan adalah uji validitas, praktikalitas dan efektivitas.

Hasil penilaian oleh para ahli ditinjau dari aspek kelayakan isi: 88%, komponen penyajian: 88%, komponen kebahasaan 90,667% dan komponen kegrafikan 84%. Secara keseluruhan penilai validator terhadap multimedia interaktif bermuatan games tebak kata sebesar 87,667%, sehingga tingkat validitas dapat diinterpretasikan sangat valid digunakan. Hasil penilaian uji kepraktisan ditinjau dari aspek kegunaan penggunaan: 85%, efektivitas waktu pembelajaran 85 %, dan manfaat: 85,33%. Secara keseluruhan penilaian kepraktisan terhadap multimedia interaktif bermuatan games tebak kata sebesar 88,06%. Hasil penilaian uji efektivitas ditinjau dari aspek senang belajar: 84,792%, adanya bahan ajar yang menarik dalam belajar: 84,682%. Secara keseluruhan penilaian efektivitas terhadap multimedia interaktif bermuatan games tebak kata sebesar 84,737%, sehingga tingkat efektivitasnya dapat diinterpretasikan efektif untuk digunakan. Kesimpulannya, berdasarkan penilaian beserta masukan ahli serta hasil dari penelitian di lapangan multimedia interaktif bermuatan games tebak kata sudah teruji kelayakan, keunggulan dan dapat digunakan pada proses pembelajaran Teknologi Informasi Dan Komunikasi (TIK) untuk siswa kelas X SMA Negeri 4 Padang tahun ajaran 2019/2020.

Kata Kunci: Multimedia Interaktif, Games Tebak Kata