
PENGEMBANGAN MULTIMEDIA INTERAKTIF DALAM PEMBELAJARAN IPS

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ABSTRACT

Influential technological developments in the world of education, characterized by the increasing number of schools are using computers or laptops in learning. Based on a preliminary study conducted in SDN Kendalrejo 02 Kecamatan Talun Kabupaten Blitar, it was found that the learning is done still refer to the textbook, in other words only the teaching materials used textbooks. If it is allowed to continue, would affect less well in relation to the quality of social sciences. Characteristics learners who love learning with pictures, games, and computers inspire researchers to develop interactive multimedia-based learning. Product development model is a model of ASSURE. This model was chosen because according to this development study that used the concept of technology in making products such as interactive multimedia. ASSURE model has several steps, namely, (1) analyze learners, (2) select learning objectives, (3) select methods, materials, and strategies, (4) use of materials, methods, and strategies in learning, (5) require learner participation, (6) evaluation. The results of field trials demonstrate the interactive multimedia provide an engaging learning experience for students, both in terms of effectiveness, usability, and attractiveness. Finally, after going through several revisions, the resulting end product is packaged in a Compact Disc (CD), which consists of two series, namely series "Ayo Belajar Budaya Jawa Timur" and "Ayo Belajar Sejarah Jawa Timur" with instructions for use for students and teachers.

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