

## **Pengembangan Multimedia Pembelajaran Interaktif Pencak Silat Berbasis *Google Sites***

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### **ABSTRAK**

Penelitian ini bertujuan ingin menghasilkan multimedia pembelajaran interaktif pencak silat berbasis *google sites*. Metode yang digunakan dalam penelitian ini adalah *Research and Development* (R&D) dengan pendekatan ADDIE yang dikembangkan oleh Robert Maribe Branch. Partisipan yang terlibat di dalam penelitian ini sebanyak 61 orang yang terdiri dari satu orang akademisi selaku validator instrument, dua orang akademisi selaku ahli media dan ahli pembelajaran, satu orang guru SMA selaku ahli materi/parktisi, 22 orang siswa kelas XI SMA Negeri 2 mandor selaku pengguna dan 35 orang guru MGMP PJOK SMA Kabupaten Landak selaku pengguna. Teknik analisis data menggunakan pendekatan kualitatif dan kuantitatif. Hasil penilaian ahli materi diperoleh nilai rata - rata 4,75 atau 95 % dari nilai maksimal. Berdasarkan penilaian ahli materi produk layak digunakan dengan kualifikasi Sangat Baik. Hasil Penilaian ahli multimedia diperoleh nilai rata – rata 4 atau setara 80 % dari nilai maksimal. Berdasarkan penilaian ahli materi produk layak digunakan dengan kualifikasi Baik. Hasil penilaian ahli pembelajaran diperoleh nilai rata - rata 4,6 atau setara 92 % dari nilai maksimal. Berdasarkan penilaian ahli materi produk layak digunakan dengan kualifikasi Sangat Baik. Hasil penilaian pengguna oleh siswa didapatkan hasil rata – rata penilaian sebesar 4,54 atau 90,8 % dari nilai maksimal, dengan kualifikasi sangat baik. Berdasarkan penilaian tersebut produk dinyatakan layak digunakan dalam pembelajaran. Hasil penilaian pengguna oleh guru didapatkan hasil rata – rata penilaian sebesar 4,44 atau 88,8 % dari nilai maksimal, dengan kualifikasi sangat baik. Berdasarkan penilaian tersebut produk dinyatakan layak digunakan dalam pembelajaran. Hasil penelitian menyimpulkan bahwa multimedia pembelajaran interaktif pencak silat berbasis *google sites* layak digunakan dalam pembelajaran. Pemanfaatan multimedia pembelajaran interaktif dinilai sangat sesuai dengan tuntutan perkembangan zaman yang memungkinkan semua orang untuk dapat belajar kapan saja dan dimana saja tanpa dibatasi oleh ruang, jarak dan waktu. Selain itu pula multimedia yang dikembangkan mendukung pembelajaran secara terbimbing dan mandiri.

Kata Kunci :Pengembangan, Multimedia Interaktif, Pencak Silat

## ***Development of Pencak Silat Interactive Learning Multimedia Based on Google Sites***

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### **ABSTRACT**

*This study aims to produce interactive learning multimedia for pencak silat based on google sites. The method used in this research is Research and Development (R&D) with the ADDIE approach developed by Robert Maribe Branch. The participants involved in this study were 61 people consisting of one academician as the instrument validator, two academics as media experts and learning experts, one high school teacher as material expert/parkist, 22 class XI students of SMA Negeri 2 Mandor. and 35 MGMP PJOK SMA Landak as users. Data analysis techniques use qualitative and quantitative approaches. The results of the material expert's assessment obtained an average value of 4.75 or 95% of the maximum value. Based on the expert's assessment of the material, the product is suitable for use with Very Good qualifications. The results of the evaluation of multimedia experts obtained an average value of 4 or the equivalent of 80% of the maximum value. Based on expert judgment, the product material is suitable for use with good qualifications. The results of the learning expert's assessment obtained an average value of 4.6 or the equivalent of 92% of the maximum value. Based on the expert's assessment of the material, the product is suitable for use with Very Good qualifications. The results of user assessments by students obtained an average rating of 4.54 or 90.8% of the maximum value, with very good qualifications. Based on this assessment the product is declared fit for use in learning. The results of user assessments by teachers obtained an average rating of 4.44 or 88.8% of the maximum value, with very good qualifications. Based on this assessment the product is declared fit for use in learning. The results of the study concluded that the google sites-based interactive learning multimedia of pencak silat is feasible to use in learning. The use of interactive learning multimedia is considered to be very in line with the demands of the times which allow everyone to be able to learn anytime and anywhere without being limited by space, distance and time. In addition, the developed multimedia supports guided and independent learning.*

*Keyword : Development, Interactive Multimedia, Pencak Silat*