

LEMBAR PENGESAHAN SKRIPSI

Skripsi yang berjudul : “Pengembangan Multimedia Interaktif Berbasis *Lectora Inspire* Pada Materi Trigonometri Kelas X Di SMK Negeri 1 Paguyaman”.

Oleh

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Telah diperiksa dan disetujui

Hari/Tanggal : Jum'at, 16 Juni 2023

Waktu : 09.00 – 10.30 WITA

Tempat : Ruang Sidang Statistika/Via Google Meet

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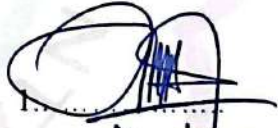
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ABSTRAK

Sri Rahayu Karim. 2023. *Pengembangan Multimedia Interaktif Berbasis Lectora Inspire Pada Materi Trigonometri Kelas X SMK Negeri 1 Paguyaman.* **Skripsi**, Program Studi Pendidikan Matematika, Jurusan Matematika, Fakultas Matematika dan Ilmu Pengetahuan Alam, Universitas Negeri Gorontalo.

Pembimbing (1) **Prof. Dr. Nurhayati Abbas, M.Pd**, (2) **Khardiyawan A.Y. Pauweni, M.Pd**

Penelitian ini bertujuan untuk menghasilkan multimedia interaktif pada materi trigonometri untuk kelas X SMK Semester Genap. Penelitian ini menggunakan metodologi penelitian Research and Development (R&D). Penelitian pengembangan ini mengikuti model pengembangan four-D Model Thiagarajan, Semmel dan Semmel terdiri dari empat tahap yaitu Define, Design, Develop dan Disseminate. Hasil validasi yang diperoleh dari 3 ahli media dan 3 ahli materi adalah 89.8% dan 83.93% dengan kriteria “Sangat Valid Digunakan”. Kelayakan media diperoleh melalui hasil uji keterbacaan media oleh 5 orang siswa kelas X SMK Negeri 1 Paguyaman 82.32%, dengan kriteria “Sangat Layak Digunakan”. Kepraktisan media diperoleh melalui angket respon siswa dan guru matematika SMK Negeri 1 Paguyaman terhadap multimedia interaktif berbasis *lectora inspire*. Hasil angket respon siswa kelas X AKL SMK Negeri 1 Paguyaman 90.87%, Hasil angket respon guru matematika SMK Negeri 1 Paguyaman 95.8%, dengan kriteria “Sangat Praktis Digunakan”. Kesimpulan bahwa multimedia interaktif berbasis *lectora inspire* valid, layak, dan praktis digunakan pada materi trigonometri kelas X.

Kata Kunci: Multimedia Interaktif, *Lectora Inspire*, Trigonometri.

ABSTRACT

Sri Rahayu Karim. 2023. *Development of Lectora Inspire-based Interactive Multimedia in Trigonometry Material in Class X of SMK Negeri 1 Paguyaman.* **Undergraduate Thesis.** Study Program of Mathematics Education, Department of Mathematics, Faculty of Mathematics and Natural Sciences, Universitas Negeri Gorontalo.

The supervisors: (1) Prof. Dr. Nurhayati Abbas, M.Pd., (2) Khardiyawan A.Y. Pauweni, M.Pd.

This study aims to produce interactive multimedia in trigonometry material for grade X students in SMK in the even semester. This research uses Research and Development (R&D) model. This development research follows the Thiagarajan, Semmel, and Semmel four-D development model consisting of four stages, namely Define, Design, Develop and Disseminate. The validation results obtained from 3 media experts and 3 material experts were 89.8% and 83.93%, with the "Very Valid Used" criteria. The eligibility of the media was obtained through the results of the media readability test by 5 students of grade X at SMK Negeri 1 Paguyaman of 82.32% with "Very Suitable to Use" criteria. The practicality of the media was obtained through a questionnaire on the responses of students and mathematics teachers at SMK Negeri 1 Paguyaman to interactive multimedia based on lectora inspire. The results of the response questionnaire of grade X AKL students at SMK Negeri 1 Paguyaman were 90.87%. The results of the questionnaire of mathematics teachers at SMK Negeri 1 Paguyaman were 95.8% with the "Very Practical to Use" criteria. In conclusion, the interactive multimedia based on lectora inspire is valid, feasible, and practical for class X on trigonometry material.

Keywords: Interactive Multimedia, Lectora Inspire, Trigonometry.

