Interaktif multimedia
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by M. Sukardjo
Implementation of Interactive Multimedia Learning Based on Website for Distance and Geometry of Vocational High School

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Abstract—Implementation of interactive multimedia learning based on website for distance and geometry on subjects of Mathematics in SMK (Vocational High School) used the multimedia product that was easy to learn, easy to use, and encourage students. This interactive multimedia was designed to replace the role of teachers in self-learning platform. It is the Multimedia Interactive Learning of Mathematics SMK which was compiled into a learning website. This prototype of this multimedia product had already been tested at SMKN 39 Jakarta in the middle of 2017 by using five usability criteria defined by WAMM (Website Analysis and Measurement Inventory). From the prototype test result, it was obtained that the interactive multimedia prototype is very effective for self-learning of Mathematics at grade X. Based on the results, there is increasing interest and enthusiasm of students in learning mathematics. Therefore, the next practice of interactive multimedia product (released version) will measure of how effective and efficient self-learning can be implemented using this medium and the level of student satisfaction achievement while accessing the functionality of multimedia then calculate the effectiveness of the implementation of self-learning platform by using interactive multimedia learning based on website. The method used in this research is Research and Development (R & D) adopted from Borg and Gall. The assessment location is SMKN 39 Jakarta, with the duration implementation from end of 2017 until mid-2018. The sample of this research is the students of SMKN 39 grade X which follow the subject of Mathematics. There were significant differences in student learning outcomes between pre-test and post-test, i.e.: t_{obs} > t_{table} (9.42 > 2.04) with degree of freedom 29 and significant factor 0.05.

Keywords—interactive multimedia, website, distance and geometry, SMK

I. INTRODUCTION

Law No. 14 of 2005 on teachers and lecturers Article 10 states that teacher competence includes pedagogic competence, social personality competence, and professional competence. One of the demands of a professional teacher is the mastery of pedagogic competence, covering 7 competencies. One of them is mastering learning theories and principles of educational learning and educational learning activities.

In the learning process, teachers should be able to create a fun learning process and an inviting environment. To create the atmosphere, then multimedia has a very big role. Multimedia can change a person's mindset in learning and make it easier for students to get information, adjust information and empower information. Therefore, multimedia is used by teachers to develop learning techniques that can improve student learning outcomes.

For students, designed interactive multimedia will provide the ease and completeness of the contents in such a way that students can learn independently both at school and at home. Students will be easier to determine what will be learned and how students choose, absorb information, and follow the evaluation quickly and efficiently.

[1] Uses the term environment invitation learning for an interesting and inviting learning environment for students. With multimedia, material can be presented more attractively through a combination of two-dimensional and three-dimensional images, interactive text display, animated effects (motion picture), attractive color compositions and audio aids.

The product of website-based interactive multimedia for distance and geometry math subjects of SMK students was a multimedia design that is easy to learn, easy to use and encourages users to use it as a tool and can even use the teacher's function when designed for self-learning. Testing usability on that product in the form of website has been done using WAMM criteria (Website Analysis and Measurement Inventory) [1].
Components tested consist of components of Attractiveness, Controllability, Efficiency, Helpfulness, and Learnability. The test results show that the usability weight of 78.4% and 91.1%, so the device is suitable and convenient to use. The next target is to improve student learning outcomes by using the product.

As the next research, the use of that product will be compared with the size of student learning outcomes. This research uses usage testing on the Website containing Multimedia Interactive Learning Based in Mathematics for SMK by using field observation method. The paired t-test will be applied to 1 (one) class X through comparison the class without intervention and class treatment with interactive multimedia usage intervention.

II. METHOD

The testing methods in this research started with test of data normality. Then continued with parametric test of Paired Simple T-Test. Paired sample t-test was used to test the difference between two paired samples. Paired samples are defined as a sample with the same subject but have two different treatments in the pre- and post-process situations. The tool used was SPSS.

III. RESULTS AND DISCUSSION

Data processing of pre-test and post-test results using SPSS obtained statistical description (Fig 4.1). The mean pre-test results < from the mean post-test results, so it can be said that this interactive multimedia can improve student learning outcomes. The distribution of pre-test and post-test results can be seen more fully in Figure 4.2 and Figure 4.3. From the two images it is known that after studying the material with interactive multimedia no more students get score 30 (figure 4.2), the lowest student score is 50, and most students get the value between 60 - 90.

Data processing of pre-test and post-test results using SPSS obtained t test result of 9.42. This figure is very significant when compared to the reference table with df=29 and α=0.05 i.e.: t_{table} = 2.04. Thus, there is a difference between the pre-test and post-test results and the difference is related to the implementation of interactive multimedia learning based on the website for distance and geometry math subjects of SMK students.

The results of t test above shows that interactive multimedia can improve student learning outcomes in the field of Mathematics, especially for distance and geometry subjects.

IV. CONCLUSION

There were significant differences in student learning outcomes between pre-test and post-test, i.e.: t_{calculated} > t_{table} (9.42> 2.04) with degree of freedom 29 and significant factor 0.05. This results showed that interactive multimedia can improve student learning outcomes in the field of
Mathematics, especially for distance and geometry subjects.

References


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