

Development of Interactive Multimedia-Based Learning Media In Text Review Of Biography On Class Xi Class Students Ypk Medan

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Abstract: *This study aims to find out the development of interactive multimedia-based learning media in a biography retelling text on the remaining class XI YPK Medan Vocational High School. This study uses the R & D method. Subjects in this study were students of class XI Accounting YPK Medan Vocational High School 2017-2018 school year totaling 35 students. The steps used in this study are collecting data, designing products, validating experts, revising products. Based on the test of the effectiveness of the product carried out on the media it is known that interactive multimedia-based learning media are effectively used in the learning process. this is evidenced from the results of the effectiveness test of interactive multimedia-based learning media products with the effectiveness of 84.28% with very good categories. Based on the results of the tests carried out, it is known that the learning outcomes of students who use multimedia learning based learning media are higher than students who use without learning multimedia learning-based media. this is evidenced by the acquisition of the average value of students who learn using interactive multimedia-based learning media have an average value of 84.3 while students who learn using without interactive multimedia-based learning media obtain an average value of 65.1.*

Keywords : *Development, Learning Media, Interactive Multimedia, Biography Retelling Text*

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I. Introduction

In the overall process of education in schools, learning activities are the most basic activities. This means that the success of the achievement of educational goals depends a lot on how the learning process experienced by students as students (Slameto, 2003: 1). A quality learning process will certainly produce quality students who are also viewed from various aspects.

Where in the world of education actors who play directly with students are teachers. In the world of education teachers must be responsible for encouraging, guiding, educating, and providing adequate facilities for their students to learn well so as to achieve maximum results. Creating positive change for their students is an absolute task for every teacher. Therefore, teachers are required to carry out their teaching tasks effectively, effective teaching is teaching that can bring effective student learning as well. Learning here is an activity of finding, finding, and seeing a problem product (Slameto, 2003: 92).

In the 2013 curriculum requires the learning process to lead to three dimensions, namely the dimensions of attitudes, knowledge, and skills. The implementation of the learning process will result in students having attitudes, knowledge, and skills.

One of the interesting things about the 2013 curriculum is putting language as a barrier to science. The placement of Indonesian as a scourge of science in addition to affirming the importance of the position of Indonesian as a national language that unites various ethnicities with a local language background and its position as a national language, is also a first step in realizing the goals of the nation's founders who speak Indonesian as the language of science since the first language congress in 1928 (Mahsun, 2014: 94).

The text in learning Indonesian in the 2013 curriculum aims to make students understand and be able to use the text in accordance with the social objectives of the texts studied.

One of the texts taught in Indonesian language material in class XI Vocational High School is the biography retelling text. Recount is a text that recounts past experience chronologically with the aim of providing information, or entertaining its readers.

In relation to biography retelling text material contained in the students' book, the researcher traced and further analyzed the content of the text contained in the 2013 publication of the Ministry of Education and Culture. The results of the book analysis show that the content is presented in the overall book on international

knowledge, namely raised the theme "arousing memories of world leaders". The total number of texts that students learn is seven texts. The introduction and understanding of students regarding the biography retelling text is done after they have finished reading the entire text presented in the book. There is no introduction to providing an understanding of the biography retelling text as a form of initial information. The sources of events presented in the text came from other countries, such as from Africa, America, Britain, Lebanon and Brazil. The terms of language use still make it difficult for students to understand it so that it is more dominant using the memorization method in mentioning each location where the events and characters are discussed due to the content of the material that makes students difficult to capture lessons in the recount biographical text material

So that the researcher focuses on the biography of national figures so that students are able to capture the contents of the biography retelling text material. The national level told was Soekarno, B.J. Habibie, and R.A. Kartini. The three figures are well-known figures in Indonesia and in the world and the deeds of these figures deserve to be modeled.

Soekarno was the first president of the Republic of Indonesia, dubbed as the father of the proclamaator, together with Bung Hatta they worked together for an independent Indonesia. Thanks to him Indonesia Merdeka and the foundations of the Indonesian people were initiated by Soekarno so that Indonesia was recognized by the world.

B.J. Habibie is the third president of the Republic of Indonesia, although his relatively short term of service was very instrumental in Indonesia. That with the background he created an airplane, finally Indonesia could create a plane for the first time, thanks to him Indonesia was known by the whole world. The aircraft is one alternative to reach all parts of Indonesia.

R.A. Kartini is one of the Indonesian women leaders. He is an example for Indonesian women. Kartini is a pioneer of women's emancipation where men and women are equalized, so what is done by R.A. Kartini is a result for Indonesian women, thanks to R.A. Female Kartini can go to high school.

The renewal of the education system requires a national education development strategy in law, including the development and implementation of competency-based curricula and the provision of educational learning facilities. As in Government Regulation Number 19 of 2005 it was stated that the principle of implementing the curriculum was carried out using a multistrategic approach, multimedia, learning resources, adequate technology, and utilizing the surrounding environment as a learning resource.

One that always attracts attention and becomes a problem in teaching is how to deliver material or teaching materials so that they are easily understood and understood by students. The level of understanding of a material is influenced by the choice of learning methods and media. The current era of rapid technological development, especially in the field of computer technology, provides a great opportunity to be used as a tool in the delivery of teaching materials by teachers. The biographical retelling as a new text material in the 2013 curriculum, needs to be designed in an interesting learning medium.

Based on the results of observations conducted by researchers in YPK Medan Private Vocational High School and based on teacher and student report data so far the learning that took place in YPK Medan Private Vocational School was more likely to be monotonous, namely the learning process took place by lecturing using textbooks (notes). This has an impact on learning which is boring, students do not give a response, are easily bored, lack initiative, and depend on the teacher when the material delivery process takes place so as not to stimulate students' creativity. Judging from the results of the Indonesian language scores in the previous semester examinations, the average score of students in Indonesian language subjects tended not to reach the defined KKM. Whereas the KKM score set at YPK Medan Private Vocational School in class XI is 70 while the average score of students in Indonesian subjects is only 63.

Another thing that also became a problem in teaching Indonesian in Medan's YPK Private Vocational High School was the use of learning facilities that were not maximized by the teacher because most of the subject matter was taught using conventional methods namely the lecture method. The facilities in Medan YPK Private Vocational Schools such as infokus, laptops, printers are not maximized because teachers do not understand using these facilities.

After seeing the learning outcomes of students and based on interviews with both students and teachers, it can be concluded that interactive learning media is needed in the teaching and learning process.

In Indonesian textbooks, especially the retelling text biographical material of the characters who are published are world leaders, so students are confused because the character is still not well known by the students.

The development of multimedia-based learning media can answer and solve problems or difficulties of students in learning the text of the biography story. So that with the development of appropriate interactive multimedia, the difficulties often encountered in the learning process can be overcome. If the learning material to be delivered requires a real example, then interactive learning media can help students guide by displaying interesting material.

Multimedia models in learning consist of four models namely tutorial models, drill and practice models, simulation models, and games models. In this research the researcher will use the tutorial model as a medium in learning the biography retelling text. The tutorial model is a model that will present learning material interactively between students and computers. Learning material is taught, explained, and given through student interaction with computers. In the tutorial model, there will be displayed several videos of national figures, and biographical retelling texts that students will be able to directly see how the biogarfi retelling text, what are the structures that build the biography retelling text, etc. Likewise on complicated material can be explained in a simple way, in accordance with the level of thinking of students, so that it becomes more easily understood. Interactive multimedia in the tutorial model, researchers combine several media in conveying information in the form of text, video, audio in computer applications. One application that is compatible with technology development and can be used in the process of combining several media into multimedia, namely powerpoint.

The superiority of learning media developed by researchers is that the media is effective enough to be used in learning to write text of a retelling biography because it is interactive and not monotonous. Another advantage is that aside from being intended for learning at the vocational level, it has also been adjusted to be used by general users. Therefore, multimedia-based learning media in the biography retelling text material is expected to foster students' interest and curiosity because in addition to containing material, it is also equipped with music, images, videos. So that the learning of the biography retelling text becomes more interesting and easy to understand. For that reason, in this study, researchers raised the title of Development of Interactive Multimedia-Based Learning Media in Biographical Retelling Texts for Students of Class XI of YPK Private Vocational High School Medan.

II. Method

Development research is a research that is directed to produce products, designs, and processes. In the world of education and learning, development research focuses its study on the field of design or design, in the form of material design and design models as well as products such as media and learning processes. Development research is often known as Research and Development (R & D) or as research-based development. According to Borg & Goll (1983: 772) the notion of development research is as follows: "Educational Research and Development (R & D) is a process used to develop and validate educational products". Educational research and development (R & D) is a process used to develop and validate educational products. In line with the above opinion Seels & Richey (1994: 38) states that the result of development is the creation of a product in the form of fisik. One of the drivers of the development area is the physical manifestation of technology in the form of hardware, software (software) and learning materials. Likewise Sugiyono (2013: 297) states that research and development or research and development are research methods used to produce certain products, and test the effectiveness of products.

III. Result

Development of interactive multimedia based learning media is carried out based on the stages as contained in the development procedure. The results of the development in the form of learning media products are then carried out due diligence or validation by the experts that have been determined.

Based on the results of the validation of the learning media by experts, it is known that the learning media product of the interactive multimedia-based biography story text is feasible to be forwarded to individual testing, group testing, to limited field testing. Memdia of interactive multimedia-based learning developed has met the standards based on the design standards of learning media development and the standard of learning material.

The results of the validation questionnaire given to the learning material experts gave a response that 88.03% of interactive multimedia-based learning material on the mateti recount biography text was appropriate to use because it contained the material and criteria for the delivery of teaching materials that met the standards for delivering messages to students. In addition, instructional media experts describe the response that 87.9% of interactive multimedia-based learning media on the biography retelling text material is worthy of use because it has been able to meet the principles and criteria for developing instructional media.

This product development research is intended to produce a learning product in the form of interactive multimedia-based learning media on biographical retelling text material for students of class XI SMK YPK Medan that are used to improve the quality of interaction in the activities of the teaching and learning process as well as improving student competencies in accordance with the material discussed in instructional media arranged.

The revised and refined aspect based on data analysis and trial and input from validators, namely material experts, and learning media experts and students as the target users of interactive multimedia-based learning media, aims to explore some common aspects of the product development process. The variables of

learning media evaluation have an average value in the very good category. The variables of learning media products that are assessed include the feasibility of content, presentation, language, programming, appearance, and graphics.

The following are the results of the summary of the average percentage of the results of the assessment of interactive multimedia-based learning media products on the biography retelling text material by material experts, media experts, individual trials, group trials, and limited field trials.

No	Category	Average Percentage	Criteria
1	Expert learning material	88,03%	Very Good
2	Learning media experts	87,9%	Very Good
3	Individual trials	88,55%	Very Good
4	Small group trials	88,55%	Very Good
5	Years of limited field trial	90,37%	Very Good
Average		88,68%	Very Good

IV. Conclusion

- a. The results of the validation of the material experts on interactive multimedia-based learning media on the biography retelling text material that was developed showed that: (1) the feasibility of the content of the learning material was rated very well with a percentage of 90%, (2) The feasibility of presenting learning was rated very well with a percentage of 87.5%, (3) Linguistic eligibility is considered very good with a percentage of 86.6%. Thus the material for interactive multimedia-based learning media on the retelling biography text material that is developed is said to be feasible by the expert learning material.
- b. The results of the validation of media experts on interactive multimedia-based learning media on the biographical retelling text material developed showed that: (1) the quality of the learning display was considered very good with a percentage of 88.8%, (2) The feasibility of learning programming was rated very well with a percentage 86.6%, (3) The feasibility of learning learning is considered very good with a percentage of 88.3%. Thus the interactive multimedia-based learning media on the text material re-biographical stories that are developed are said to be feasible by the learning media experts.
- c. Based on the results of the tests carried out, it is known that the learning outcomes of students who use multimedia learning based learning media are higher than students who use without learning multimedia learning-based media. this is evidenced by the acquisition of the average value of students who learn using interactive multimedia-based learning media have an average value of 84.3 while students who learn using without interactive multimedia-based learning media obtain an average value of 65.1.
- d. Based on the test of the effectiveness of the product carried out on the media it is known that interactive multimedia-based learning media are effectively used in the learning process. this is evidenced from the results of the effectiveness test of interactive multimedia-based learning media products with the effectiveness of 84.28% with very good categories.

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