ABSTRACT

Design and Development of Interactive Learning Media for SDN 02 Pliken using the MDLC Method.

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National Hero is an award given to Indonesian citizens who fought against colonialism, sacrificed their lives to defend the country, or made extraordinary contributions to the progress of the Republic of Indonesia. The challenge faced is that the method of teaching national history at SDN 2 Pliken is still conventional, by listening to explanations from teachers and using books, which makes it difficult for students to understand the material. Therefore, interactive multimedia-based learning media has been developed to improve student understanding. Along with the development of information technology, currently many devices have been created to make it easier to access information. This study aims to develop interactive multimedia-based learning media to increase the appeal and effectiveness of student learning. The development of this media uses the Multimedia Development Life Cycle (MDLC) method, which involves six stages: concept, design, material collection, creation, testing, and distribution. This learning media has been tested using black-box testing and has been proven to function well without any significant errors found. The research findings show an increase in student understanding based on the results of the pretest and posttest conducted on 36 students at SDN 2 Pliken. The average student score increased from 44% in the pretest to 81% in the posttest. In addition, the number of students who graduated also increased from 16 students (44%) to 29 students (81%), with an increase in the number of students who graduated by 84.09%. In other words, this learning media has proven effective in increasing students' understanding of the history of national heroes.

Keywords: National Heroes, Interactive Multimedia, MDLC, History Learning, Black-Box Testing