

## ABSTRACT

### MERAMVE MULIWDIA DEVELOPMENT OF MATHEMATICS IN CLASS X OF SENIOR HIGH SCHOOL IN BANDAR LAMPUNG

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This research aimed to: 1) illustrate learning media used in senior high school in Mathematics so far, 2) develop the teaching product of interactive multimedia as an effective learning media, efficient and has high interest, 3) analyze the effectiveness level of the use of interactive multimedia in Mathematics, 4) analyze the efficiency level of the use of interactive multimedia in Mathematics, 5) analyze the level of interest of the use of interactive multimedia in Mathematics. The research by using development method was conducted at SMA Negeri 8 Bandar Lampung in even semester of class X and SMA Negeri 1 Bandar Lampung. The data was collected through observation and questionnaire then was analyzed through *independent t-test*. The result of this research were: 1) the learning media and the method used so far was lack of variations that the students got difficulties in understanding Mathematics, so that the use of interactive multimedia as a learning media could be presented in Senior High Schools in Bandar Lampung, 2) multimedia development product used *Adobe Flash CS4* and other supporting programs, 30 multimedia program was able to increase students' learning achievement with mean 8,98, 4) the use of interactive multimedia was able to increase learning efficiency so that it could save time in learning process, 5) interactive multimedia product had high interest so that was able to increase students' learning motivation.

**Keywords : Interactive Multimedia, Learning Media. Trigonometry.**