

ABSTRACT

DEVELOPMENT OF INTERACTIVE MULTIMEDIA WORKSHOP ENGINEERING SUBJECT FOR VOCATIONAL SCHOOL STUDENTS DEPARTMENT OF ELECTRONIC IN BANDAR LAMPUNG

**By
Didik Sri Utomo**

The objectives of this study are (1) to describe the utilization of teaching materials currently used in workshop engineering, (2) produce workshop engineering interactive multimedia products for learning, (3) analyze the effectiveness after using interactive multimedia, (4) analyze the efficiency after using interactive multimedia, (5) analyze the attractiveness of interactive after using interactive multimedia.

The study used research and development approach, conducted in SMK Negeri 2 Bandar Lampung and SMK 2 Mei Bandar Lampung. Data collection using test and questionnaires, then analyzed quantitatively and qualitatively.

The conclusions of the study are (1) Teaching materials currently used in the form of modules and jobsheet not optimal for learning, (2) The results of this development is in the form of electronics drawings interactive multimedia teaching materials for workshop engineering subjects, (3) interactive multimedia teaching materials are effective used as a medium of learning, which is evidenced by the gain value for cognitive aspects is 0.62, psychomotor aspects is 0.54, and attitude aspect is 0.52, (4) interactive multimedia is efficient as a medium of learning, which is evidenced by the value of learning efficiency ratio is 1.07, (5) interactive multimedia is very interesting to be used as a medium of learning, proven by an average score of 3.33.

Keywords: teaching materials, interactive multimedia, workshop engineering