

ABSTRAK

PENGEMBANGAN MULTIMEDIA INTERAKTIF UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN MASALAH DAN *SELF CONFIDENCE* SISWA

Oleh

Luthfia Azzahra

Rendahnya kemampuan pemecahan masalah dan *Self Confidence* siswa, salah satunya disebabkan karena kurang tepatnya media pembelajaran. Penelitian ini merupakan penelitian *Reasearch and Development*, yang bertujuan untuk menghasilkan multimedia interaktif yang terkategori valid, praktis dan efektif dalam meningkatkan kemampuan pemecahan masalah dan *Self Confidence* siswa. Pengembangan dalam penelitian ini menggunakan prosedur penelitian ADDIE. Penelitian ini dilaksanakan pada kelas XI SMA Negeri 4 Kotabumi tahun ajaran 2024/2025 pada materi regresi linear. Teknik pengumpulan data yang digunakan, yaitu wawancara, tes dan angket. Teknik analisis data yang digunakan, yaitu uji kevalidan, uji kepraktisan dan uji keefektifan menggunakan uji-t dan uji proporsi. Hasil pengembangan multimedia interaktif terkategori valid dan praktis. Hal ini dapat dilihat dari skor validasi ahli materi, yaitu 85% dan skor validasi ahli media 88%, dengan terkategori valid. Selanjutnya, diperoleh hasil skor kepraktisan dari respon guru, yaitu 94,21% dan siswa 92,61%, sehingga produk dinyatakan sangat praktis. Kemudian berdasarkan hasil uji-t terhadap *posttest* kemampuan pemecahan masalah dan *Self Confidence* memperoleh kesimpulan terdapat peningkatan kemampuan pemecahan masalah dan *Self Confidence* siswa menggunakan multimedia interaktif. Hal ini didukung dari hasil uji proporsi terdapat bahwa kemampuan pemecahan masalah dan *Self Confidence* siswa yang belajar menggunakan multimedia interaktif memperoleh ketuntasan klasikal terkategori baik dengan ketuntasan lebih dari 60%. Dengan demikian, multimedia interaktif memenuhi kriteria valid, praktis dan efektif untuk meningkatkan kemampuan pemecahan masalah dan *Self Confidence* siswa.

Kata Kunci : Kemampuan Pemecahan Masalah, *Self Confidence*, Siswa

ABSTRACT

DEVELOPMENT OF INTERACTIVE MULTIMEDIA TO ENHANCE PROBLEM-SOLVING SKILLS AND SELF-CONFIDENCE OF STUDENTS

By

Luthfia Azzahra

The inappropriate use of learning media partly causes the low problem-solving ability and self-confidence of students. This research is a Research and Development study aimed at producing interactive multimedia that is categorized as valid, practical, and effective in improving students' problem-solving ability and self-confidence. The development in this study follows the ADDIE research procedure. The research was conducted in class XI of SMA Negeri 4 Kotabumi in the academic year 2024/2025, focusing on linear regression material. The data collection techniques employed include interviews, tests, and questionnaires. The data analysis techniques employed include validity testing, practicality testing, and effectiveness testing, utilizing t-tests and proportion tests. The results of the interactive multimedia development were categorized as both valid and practical. This can be seen from the expert validation scores: 85% from the subject matter expert and 88% from the media expert, both of which are categorized as valid. Furthermore, the practicality scores obtained from teacher responses were 94.21%, and student responses were 92.61%, indicating that the product is efficient. Based on the t-test results from the posttest of problem-solving ability and self-confidence, it was concluded that there was an improvement in problem-solving ability and self-confidence among students who used interactive multimedia. This was supported by the proportion test results, which showed that students who learned using the interactive multimedia achieved classical completeness categorized as good, with a completion rate of more than 60%. Thus, interactive multimedia meets the criteria of being valid, practical, and effective for improving students' problem-solving ability and self-confidence.

Keywords: Problem-Solving Skills, Self-Confidence, Students