

## ABSTRAK

### PENGEMBANGAN MULTIMEDIA INTERAKTIF PADA PEMBELAJARAN MENULIS CERITA RAKYAT BERBASIS LITERASI SISWA KELAS X SMASWASTA AL-HIDAYAH MEDAN

By:

*Windy Ayuwaningsih*

71180513001

Email : [Windyayuwaningsih11@gmail.com](mailto:Windyayuwaningsih11@gmail.com)

Penelitian ini bertujuan untuk: (1) Mendeskripsikan pengembangan multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi untuk siswa kelas X SMA Al-Hidayah Medan. (2) Mendeskripsikan kelayakan pengembangan multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi untuk siswa kelas X SMA Al-Hidayah Medan (3) Mengetahui efektivitas produk pengembangan multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi untuk siswa kelas X SMA Al-Hidayah Medan. Jenis penelitian ini adalah penelitian pengembangan model DDD-E *deside, desaign, develop, dan evaluate*. Subjek uji coba terdiri dari ahli materi, ahli desain media, ahli desain grafis pada media, guru bahasa Indonesia, dan siswa kelas X SMA Al-Hidayah Medan. Hasil validasi dari ahli materi dalam pengembangan multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi untuk siswa kelas X SMA Al-Hidayah Medan. menunjukkan bahwa kelayakan isi pada multimedia diperoleh hasil rata-rata 81,2% dalam kriteria sangat baik, kelayakan penyajian diperoleh hasil presentase rata-rata 90% pada kriteria sangat baik, kebahasaan yang dipergunakan mendapatkan presentase rata-rata 83,3% pada kategori sangat baik dan kegrafikan diperoleh hasil presentase rata-rata 87,5% pada kriteria sangat baik.

Dengan demikian, multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi yang dikembangkan secara keseluruhan termasuk dalam kriteria “sangat baik”. Hasil validasi dari ahli desain terhadap kelayakan desain dalam pengembangan multimedia interaktif pada pembelajaran menulis cerita rakyat (hikayat) berbasis literasi untuk siswa yang dikembangkan menunjukkan bahwa aspek panduan dan informasi memiliki persentase rata-rata 87,5% pada kriteria sangat baik, operasional perangkat lunak dengan presentase rata-rata 87,5% pada kriteria sangat baik, dan sistematika, estetika dan prinsip media dengan presentase rata-rata 81,1% pada kriteria sangat baik.

**Kata Kunci : Multimedia interaktif, Teks Cerita Rakyat, Literasi.**

## ABSTRACT

### INTERACTIVE MULTIMEDIA DEVELOPMENT ON LEARNING TO WRITE FOLKLORE BASED ON LITERACY FOR THE STUDENTS OF CLASS X SMA SWASTA AL-HIDAYAH MEDAN

By:

*Windy Ayuwaningsih*

*71180513001*

*Email : [Windyayuwaningsih11@gmail.com](mailto:Windyayuwaningsih11@gmail.com)*

This study aims to: (1) Describe the interactive multimedia development on learning to write folklore (saga) based on literacy for the students of class X SMA Al-Hidayah Medan. (2) Describe the feasibility of interactive multimedia development on learning to write folklore (saga) based on literacy for the students of class X SMA Al-Hidayah Medan (3) Know the products effectiveness of interactive multimedia development on learning to write folklore (saga) based on literacy for the students of class X SMA Al-Hidayah Medan. This type of research is research on the development of DDD-E model *decide, design, develop, and evaluate*. The test subjects consisted of material experts, media design experts, graphic design experts on media, Indonesian language teachers, and the students of class X SMA Al-Hidayah Medan. The validation results from material experts in the interactive multimedia development on learning to write folklore (saga) based on literacy for the students of class X SMA Al-Hidayah Medan shows that the feasibility of the content in multimedia obtained an average result of 81.2% in very good criteria, the feasibility of presentation obtained an average percentage of 90% in very good criteria, the language used gets an average percentage of 83.3% in very good category and graphic results obtained an average percentage of 87.5% on very good criteria.

Thus, interactive multimedia on learning to write folklore (saga) based on literacy which is developed as a whole is included in "very good" criteria. The validation results from the design expert on the feasibility of the design in the interactive multimedia development on learning to write folklore (saga) based on literacy for the students that were developed show that the aspects of guidance and information have an average percentage of 87.5% in very good criteria, operational software with an average percentage of 87.5% in very good criteria, and systematics, aesthetics and media principles with an average percentage of 81.1% in very good criteria.

**Keywords: Interactive Multimedia, Folklore Texts, Literacy.**

This document is translated from the original documents of Indonesian language by  
Language Center UISU

Medan, May 13<sup>th</sup>, 2023  
person,  
Safitri Hariani, S.S., M.S  
person of Language Center UISU

