

ABSTRAK

Penelitian yang dilakukan berupa penelitian pengembangan dengan tujuan menghasilkan multimedia interaktif berbasis *realistic mathematics education* (RME) pada materi Sistem Persamaan Linier Tiga Variabel (SPLTV) yang valid dan praktis. Model pengembangan yang digunakan yaitu model ADDIE (*Analyze, Design, Develop, dan Evaluate*). Subjek penelitian adalah peserta didik SMAS Kartikatama Metro Kelas X IPA 1. Produk yang dihasilkan harus melalui uji validasi materi dan media terlebih dahulu, setelah itu dilakukan uji kepraktisan produk. Berdasarkan hasil pengembangan diperoleh hasil, kriteria sangat valid dari segi materi diperoleh persentase 84,16% dan 85%. Sedangkan kriteria valid dari segi media diperoleh persentase 82,85% dan 73,33%. Berdasarkan hasil uji validasi materi dan media, produk hasil pengembangan dinyatakan valid. Selanjutnya hasil uji kepraktisan produk diperoleh persentase 82,4% dengan kriteria sangat praktis. Berdasarkan kriteria yang diperoleh, maka multimedia interaktif berbasis *realistic mathematics education* (RME) pada materi Sistem Persamaan Linier Tiga Variabel (SPLTV) yang dikembangkan memenuhi kriteria valid dan praktis.

Kata Kunci: Pengembangan, Sistem Persamaan Linear, *Realistic Mathematics Education*

ABSTRACT

The research was conducted in the form of development research with the aim of producing interactive multimedia based on realistic mathematics education (RME) on valid and practical Three Variable Linear Equation System (SPLTV) material. The development model used is the ADDIE model (Analyze, Design, Develop, and Evaluate). The research subjects were students of SMA Kartikatama Metro Class X IPA 1. The resulting product had to go through a material and media validation test first, after that a product practicality test was carried out. Based on the results of the development obtained results, the criteria are very valid in terms of material obtained percentages of 84.16% and 85%. While the valid criteria in terms of media obtained percentages of 82.85% and 73.33%. Based on the results of the material and media validation test, the product developed is declared valid. Furthermore, the results of the product practicality test obtained a percentage of 82.4% with very practical criteria. Based on the criteria obtained, the interactive multimedia based on realistic mathematics education (RME) on the material of the Three Variable Linear Equation System (SPLTV) developed meets the valid and practical criteria.

Keywords: Development, Linear Equation System, *Realistic Mathematics Education*