

ABSTRAK

Pengembangan multimedia interaktif berbasis *Realistic Mathematics Education* (RME) pada materi Persamaan dan Pertidaksamaan Nilai Mutlak Satu Variabel bertujuan menghasilkan produk yang layak dan praktis. Penelitian dan pengembangan ini menggunakan *Four D Model* atau 4-D yang terdiri dari *Define, Design, Develop* dan *Disseminate*. Instrumen dalam penelitian pengembangan menggunakan angket validasi ahli materi dan ahli media untuk mengetahui kriteria kelayakan, angket respon peserta didik dan angket wawancara untuk mengetahui kriteria kepraktisan. Analisis data terbagi menjadi 2 yaitu data kuantitatif berupa persentase dan kualitatif berupa deskripsi. Persentase kelayakan materi sebesar 72% dan 76,8% dengan interpretasi kuat, kelayakan media sebesar 71,2% dan 76% dengan interpretasi kuat sedangkan kepraktisan sebesar 80,16% dengan interpretasi sangat kuat. Berdasarkan hasil penelitian dan pengembangan dapat disimpulkan bahwa produk berupa multimedia interaktif berbasis *Realistic Mathematics Education* (RME) pada materi Persamaan dan Pertidaksamaan Nilai Mutlak layak dan sangat praktis. Sehingga penggunaan multimedia interaktif dapat mempermudah peserta didik dalam memahami materi pembelajaran dan menunjang tercapainya tujuan pembelajaran.

Kata kunci: multimedia interaktif; nilai mutlak; pengembangan; RME.

ABSTRACT

Development of interactive multimedia based on Realistic Mathematics Education (RME) on the Equality and Inequality of Absolute One Variable Value aims to produce products that are feasible and practical. This research and development uses the Four D Model or 4-D which consists of Define, Design, Develop and Disseminate. The instruments in development research used a validation questionnaire for material experts and media experts to determine eligibility criteria, student questionnaire responses and interview questionnaires to determine practicality criteria. Data analysis is divided into 2 that is quantitative data in the form of percentages and qualitative in the form of descriptions. The percentage of material feasibility was 72% and 76.8% with strong interpretation, the feasibility of the media was 71.2% and 76% with strong interpretation while practicality was 80.16% with very strong interpretation. Based on the results of research and development, it can be concluded that the product in the form of interactive multimedia based on Realistic Mathematics Education (RME) on the Equation and Inequality Absolute Value is feasible and very practical. So that the use of interactive multimedia can make it easier for students to understand learning materials and support the achievement of learning objectives.

Keywords: interactive multimedia; absolut value; development; RME.