

ABSTRAK

Penelitian ini memiliki tujuan 1) mengetahui proses mengembangkan media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro, 2) mendapatkan media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro yang dinyatakan valid, 3) mendapatkan media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro yang dinyatakan praktis. Penelitian menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), dimana yang terfokus pada pengembangan produksi saja dengan demikian tahap *implementation* hanya dilakukan dengan sampel kelompok kecil dan tahap *evaluation* dilakukan pada setiap tahapan. Instrumen yang digunakan yaitu lembar validasi ahli materi, media, bahasa dan lembar angket respon peserta didik. Teknik analisis data yang digunakan meliputi analisis data validasi dan kepraktisan produk. Penelitian dan pengembangan media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro mendapatkan hasil, yaitu: 1) proses pengembangan pada tahap *analysis* diketahui kebutuhan peserta didik berupa media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro sesuai dengan kurikulum 2013, tahap *design* memperoleh rancangan media pembelajaran matematika *powerpoint interaktif* berbasis *realistic mathematic education* (RME) disertai *game* di SMP Negeri 5 Metro menarik, tahap *development* memperoleh hasil berupa media telah dinyatakan valid dan praktis melalui uji validasi dan kepraktisan media, tahap *evaluation* memperoleh sebuah evaluasi atau perbaikan media di setiap tahapan. 2) media dinyatakan sangat valid dengan presentase sebesar 90,68%, dan 3) media dinyatakan sangat praktis dengan presentase sebesar 92,5%.

Kata kunci : game; interaktif; media; pengembangan; powerpoint; rme

ABSTRACT

This study has the objectives of 1) knowing the process of developing interactive powerpoint mathematics learning media based on realistic mathematic education (RME) with games at SMP Negeri 5 Metro, 2) getting interactive powerpoint mathematics learning media based on realistic mathematic education (RME) with games at SMP Negeri 5 Metro which is declared valid, 3) getting interactive powerpoint mathematics learning media based on realistic mathematical education (RME) accompanied by games at SMP Negeri 5 Metro which is declared practical. The research uses the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation), which only focuses on product development, thus the implementation stage is only carried out with a small group sample and the evaluation stage is carried out at each stage. The instruments used are material expert validation sheets, media, language and student response questionnaire sheets. Data analysis techniques used include data analysis validation and product practicality. Research and development of interactive powerpoint mathematics learning media based on realistic mathematic education (RME) accompanied by games at SMP Negeri 5 Metro got the results, namely: 1) the development process at the analysis stage identified the needs of students in the form of interactive powerpoint mathematics learning media based on realistic mathematic education (RME).) accompanied by games at SMP Negeri 5 Metro in accordance with the 2013 curriculum, the design stage obtained an interactive powerpoint mathematics learning media design based on realistic mathematical education (RME) accompanied by games at SMP Negeri 5 Metro interesting, the development stage obtained results in the form of media that had been declared valid and practical through media validation and practicality test, the evaluation stage obtains an evaluation or media improvement at each stage. 2) the media is declared very valid with a percentage of 90.68%, and 3) the media is declared very practical with a percentage of 92.5%.

Keywords: *development ;games;interactive; media; power point; rme.*