DEVELOPING INTERACTIVE LEARNING MEDIA COMPUTER COMPONENTS AND INSTALATION OF OPERATING SYSTEM BASED ON MULTIMEDIA

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ABSTRACT

This research is aimed to develop learning media, know of performance, find out the proper level of media eligibility and find out the students' responses toward the use of interactive learning media computer component and installation of operating system based on multimedia in teaching and learning process on the subject matter of Information and Communication Technology at the main material: computer component and installation of operating system. This learning media is expected to be able to use as supporting device in teaching and learning process.

The developing of this learning media uses *Research and Development* (R & D) method which contains of 8 levels of steps. The steps of this media developing process are as follows: analysis, media designing, implementation, testing, first revision, try – out, second revision and production. This learning media was developed by using the software of *Macromedia Flash 8*. The testing conducted in this research was in the form of *alpha testing* by using validation from some experts' judgments; they are software experts, learning media experts and material experts. After conducting *alpha testing* and the validation result achieved the criteria used as a proper interactive learning media, then, it was conducted *beta testing*. It was such a testing to find out how the students' responses toward the use of the media. *Beta testing* is conducted by using the students. This research was conducted in the tenth grade students of SMA N 1 Bantul, Jl. Wahid Hasyiem, Bantul, Yogyakarta. It involved 30 students for the instrument trial and 115 students taken from 7 classes to find out how the students' responses toward the use of the learning media. The method used in collecting the data is *likert scale questionnaire*. The data collected then analyzed by using descriptive analysis technique by modifying average mark into a proper score interval.

The research finding shows that the validation level in this interactive learning media from the software engineering experts is 67,5 in feasible category, from the learning media experts is 105,5 in very feasible category and from the material experts is 149,75 in very feasible category, while the students' responses toward the use of interactive learning media achieves 128,54 in very feasible category. From the testing result shown, it can be concluded that the use of interactive learning media computer component and installation operating system based on multimedia for the tenth grade students is significantly proper to use.

Keywords: developing, interactive learning media, proper