

ABSTRACT

Dita Nur Febriani (1182060028): *Web-Based Interactive Multimedia Development Using Google Site on Ecosystem Materials.*

Changes in the situation and conditions after the Covid-19 pandemic affect the Biology learning process which is faced with making innovations by developing skills and understanding of digital technology. Web-based interactive multimedia through the google site platform can be an alternative tool or media that supports and is relevant in the rapid development of 21st century learning technology. Based on this, this study aims to describe the stages, analyze feasibility, and analyze student responses to web-based interactive multimedia. using google site on ecosystem material. This research was conducted using the R&D (Research and Development) method using a 3D model which was conducted at SMAN 24 Bandung on 35 students of class X. The results of the research are in the form of a description of the development stages carried out with the define, design, and development stages which produce a multimedia product web google site that can be accessed on page <https://sites.google.com/view/multimedia-ekosistem/home>. The feasibility of the media obtained by the percentage of media expert validation is 95%, material expert is 91%, and subject teachers is 86% which is included in the high validity category. The results of student responses obtained an average of 84% which is included in the category of positive responses. Web-based interactive multimedia using the google site is said to be feasible to use and develop in the learning process on ecosystem materials.

Keywords: *Interactive Multimedia, Web, Google Site, Ecosystem*

ABSTRAK

Dita Nur Febriani (1182060028): Pengembangan Multimedia Interaktif Berbasis *Web* Menggunakan *Google Site* pada Materi Ekosistem.

Perubahan situasi dan kondisi pasca pandemi Covid-19 mempengaruhi proses pembelajaran Biologi yang dihadapkan untuk melakukan inovasi dengan mengembangkan keterampilan dan pemahaman teknologi digital. Multimedia interaktif berbasis *web* melalui platform *google site* dapat menjadi alternatif alat atau media yang mendukung dan relevan dalam pesatnya perkembangan teknologi pembelajaran abad 21. Berdasarkan hal tersebut, maka penelitian ini bertujuan untuk mendeskripsikan tahapan, menganalisis kelayakan, serta menganalisis respon siswa terhadap multimedia interaktif berbasis *web* menggunakan *google site* pada materi ekosistem. Penelitian ini dilakukan dengan metode R&D (*Research and Development*) menggunakan model 3D yang dilakukan di SMAN 24 Bandung terhadap siswa kelas X sebanyak 35 orang. Hasil penelitian berupa deskripsi tahapan pengembangan yang dilakukan dengan tahap *define*, *design*, dan *development* yang menghasilkan produk multimedia *web google site* yang dapat diakses pada laman <https://sites.google.com/view/multimedia-ekosistem/home>. Kelayakan media diperoleh persentase validasi ahli media sebesar 95%, ahli materi sebesar 91%, dan guru mata pelajaran sebesar 86% yang termasuk kedalam kategori validitas tinggi. Hasil respon siswa diperoleh rata-rata sebesar 84% yang termasuk kedalam kategori respon positif. Multimedia interaktif berbasis *web* menggunakan *google site* dikatakan layak untuk digunakan dan dikembangkan dalam proses pembelajaran pada materi ekosistem.

Kata Kunci: Multimedia Interaktif, *Web*, *Google Site*, Ekosistem