

ABSTRACT

Chandra, N. K. (2023). *Developing Interactive Vocabulary Learning Multimedia for English Extracurricular at The Sixth Grade of SDN Balongsari 2 Mojokerto*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Learning English vocabulary is the starting point for learning English for students. However, students at school are less interested in learning English vocabulary because the learning media is less attractive. Therefore, this research aims to develop an interactive vocabulary learning multimedia that can help students learn vocabulary in an engaging way.

In order to accomplish the purpose of this research study, the researcher proposed a question: What does the design of interactive vocabulary learning multimedia for English extracurricular at the sixth grade of SDN Balongsari 2 Mojokerto look like? In addition, to answer the research question, the researcher utilized the ADDIE model proposed by Lee and Owens (2004). The final look of interactive multimedia was a digital application which contained four topic materials: Describing People's Appearance, Maps and Directions, Commands in The Classroom, and Indoor and Outdoor Activities. Each material contained four sections namely the learning objective, the material, the video, and the quiz section.

The result of this research showed that the interactive multimedia was well-designed and appropriate for sixth-grade elementary school students. This conclusion was drawn from the mean scores from expert validators, which ranged from >3.25 to 4. The range score was categorized as very good. The average score of students' opinions regarding the interactive multimedia performance was 3.60, which is categorized very good.

Keywords: ADDIE, autoplay media studio, interactive multimedia, vocabulary

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Belajar kosa kata bahasa Inggris merupakan langkah awal bagi siswa untuk belajar bahasa Inggris. Namun, siswa di sekolah kurang tertarik untuk belajar kosakata bahasa Inggris karena media pembelajaran yang kurang menarik. Oleh karena itu, penelitian ini bertujuan mengembangkan multimedia interaktif untuk pembelajaran kosakata yang dapat membantu siswa mempelajari kosakata dengan cara yang menarik.

Untuk mencapai tujuan dari penelitian ini, peneliti mengajukan pertanyaan: Seperti apa desain multimedia pembelajaran kosakata interaktif untuk ekstrakurikuler bahasa Inggris di kelas enam SDN Balongsari 2 Mojokerto? Untuk menjawab pertanyaan penelitian, peneliti menggunakan model ADDIE yang dikemukakan oleh Lee dan Owens (2004). Hasil akhir dari desain multimedia interaktif berupa aplikasi digital yang berisi empat topik materi yaitu: *Describing People's Appearance, Maps and Directions, Commands in The Classroom, and Indoor and Outdoor Activities*. Setiap materi terdapat empat bagian, yaitu bagian tujuan pembelajaran, materi, video, dan kuis.

Hasil penelitian menunjukkan bahwa multimedia interaktif dirancang dengan baik dan sesuai untuk siswa kelas enam sekolah dasar. Kesimpulan ini diperoleh dari hasil skor rata-rata validator ahli berkisar antara >3,25 hingga 4. Rentang skor tersebut dikategorikan sangat baik. Hasil skor pendapat siswa tentang penampilan multimedia interaktif mendapat nilai 3,60 yang dikategorikan sangat baik.

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