



**ANALYZING THE NECESSITIES OF
INTERACTIVE MULTIMEDIA PROGRAM
AS LEARNING MEDIA**

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Undergraduate Thesis

**English Education Department
Faculty of Teacher Training and Education
Universitas Kristen Indonesia
Jakarta
2021**

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**Submitted in partial of the requirements for the degree of Sarjana Pendidikan in
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Dorkas A. Riwu Wolo

MOTTO AND DEDICATION

Motto

Where is appear of wickedness, that's area will able to against by the truth.

Dedication

This final project is particularly dedicated to :

My beloved parents, Marthen Luter Riwu Wolo and Marthina Hawu Lado

My dearest brother, Mulya Riwu Wolo

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Jakarta, February 4, 2021



Dorkas A. Riwu Wolo

ABSTRACT

This study was conducted to know the necessities of Interactive Multimedia Program as Learning Media by using the explicit teaching approach. To attain the objective, data were collected through tests, observation, questionnaire, and interview during the process of carrying out two-cycle classroom action research in English class of Tugu Bhakti Junior High School Jakarta at seven till nine grade. Using 15 students in the class as subjects, the action research was conducted by providing special practices on grammar with picture from LCD projector as media learning including watching video or listening a conversation about grammar, recording and analyzing the grammar from multimedia.

The result showed that the explicit teaching approach by using multimedia program as learning media give an impact to students' motivation in learning English. This research takes the difficult part of learning English, it is grammar. Before the students learn without multimedia, their points in learning English is dissatisfy, they are less than 50. But after the students learn grammar with multimedia, their points are increase. Not only their point increase but also their motivation in learning English is improved. In addition, they get point more than 70 in learning particularly grammar section.

Based on the findings and discussion, it was recommended to guide the students learning by using interactive multimedia program as interesting learning media.

Keywords: grammar, improve, interesting learning.

ABSTRAK

Penelitian ini dibuat untuk mengetahui kebutuhan dari interaktif program multimedia sebagai media pembelajaran dengan mempergunakan pendekatan teknik mengajar. Untuk mencapai tujuan, data dikumpulkan melalui tes, observasi, questioner, dan interview selama proses penelitian berlangsung di kelas tujuh sampai sembilan SMP Tugu Bhakti Jakarta, . 15 siswa di kelas menjadi subyek, penelitian dibuat dengan menyediakan materi khusus mengenai grammar beserta gambar LCD sebagai media pembelajaran termaksud menyaksikan video atau menyimak percakapan tentang grammar, merekam dan mengamati grammar dari multimedia.

Hasil penelitian memperlihatkan bahwa pendekatan teknik mengajar mempergunakan multimedia program sebagai media pembelajar memberikan dampak kepada motivasi belajar siswa terhadap pembelajaran Bahasa Inggris. Penelitian ini mengutamakan grammar sebagai bagian tersulit dalam pembelajaran Bahasa Inggris. Sebelum siswa belajar tanpa multimedia, nilai mereka tidak memuaskan yakni kurang dari 50. Tetapi setelah siswa belajar grammar menggunakan multimedia, nilai mereka meningkat. Bukan saja nilai mereka meningkat, motivasi belajar mereka pun diperbaharui. Selanjutnya nilai mereka lebih dari 70 dalam belajar teristimewa pembelajaran grammar.

Berdasarkan penemuan dan diskusi, hal ini direkomendasikan untuk mengarahkan siswa belajar menggunakan interaktif program multimedia sebagai media pembelajaran yang menarik.

Kata Kunci: grammar, memperbaiki, pembelajaran yang menarik.

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