Abstrak

Abstrak. Penelitian ini merupakan penelitian pengembangan berupa multimedia interaktif berbasis kearifan lokal Jambi, Penelitian ini bertujuan untuk mengembangkan multimedia interaktif berbasis kearifan lokal Jambi yang berorientasi pada kemampuan berpikir kreatif siswa dalam pembelajaran fisika di SMA, menggunakan Metode Lee and Owen. Metode ini mengintegrasikan prinsip-prinsip desain instruksional, penelitian tindakan, dan pendekatan inovatif untuk menghasilkan sebuah produk multimedia yang efektif dalam meningkatkan pemahaman dan keterampilan siswa.

Tahap awal penelitian melibatkan analisis kebutuhan siswa dan identifikasi kemampuan berpikir kreatif yang relevan dengan materi fisika. Kemudian, dilakukan penelitian tindakan untuk memahami dinamika pembelajaran fisika di SMA dan merancang multimedia yang sesuai. Proses pengembangan multimedia dilakukan secara iteratif, melibatkan validator ahli media dan materi, umpan balik dari guru dan uji lapangan terhadap siswa SMA kelas 10.

Implementasi multimedia dilakukan dalam konteks pembelajaran fisika di kelas, di mana efektivitasnya dievaluasi melalui Angket dan wawancara dengan guru dan siswa. Hasil evaluasi digunakan untuk memperbaiki dan meningkatkan multimedia agar lebih responsif terhadap kebutuhan pembelajaran siswa.

Penelitian ini diharapkan dapat memberikan kontribusi dalam pengembangan model pembelajaran yang menggabungkan kearifan lokal dengan pendekatan inovatif dalam mengajarkan fisika di SMA, serta meningkatkan kemampuan berpikir kreatif siswa melalui pemanfaatan teknologi multimedia.

Kata kunci: Multimedia, Kearifan Lokal, Berpikir Kreatif

Abstract

Abstract. This research is development research in the form of interactive multimedia based on Jambi local wisdom. This research aims to develop interactive multimedia based on Jambi local wisdom which is oriented towards students' creative thinking abilities in learning physics in high school, using the Lee and Owen Method. This method integrates the principles of instructional design, action research, and innovative approaches to produce a multimedia product that is effective in improving student understanding and skills.

The initial stage of research involves analyzing student needs and identifying creative thinking abilities relevant to physics material. Then, action research was carried out to understand the dynamics of physics learning in high school and design appropriate multimedia. The multimedia development process was carried out iteratively, involving media and material expert validators, feedback from teachers and field tests on grade 10 high school students.

Multimedia implementation is carried out in the context of classroom physics learning, where its effectiveness is evaluated through questionnaires and interviews with teachers and students. The evaluation results are used to improve and enhance multimedia so that it is more responsive to student learning needs.

It is hoped that this research can contribute to the development of learning models that combine local wisdom with innovative approaches in teaching physics in high schools, as well as improving students' creative thinking abilities through the use of multimedia technology.

Keywords: Multimedia, Local Wisdom, Creative Thinking