

# MATHEMATICS MOVIE DAN PERANANNYA TERHADAP MINAT DAN KEMAMPUAN MATEMATIKA SISWA SMA KELAS BAHASA

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## ABSTRAKSI

Tujuan penulisan skripsi ini adalah untuk (1) mengetahui desain pembuatan Mathematics Movie dan running programnya, (2) mengetahui minat siswa terhadap pembelajaran Matematika dengan menggunakan media Mathematics Movie (3) mengetahui kemampuan Matematika siswa SMA Kelas Bahasa yang ditunjukkan dalam ketuntasan belajar setelah diterapkannya media Mathematics Movie. Penelitian ini merupakan penelitian deskriptif, sebab menggambarkan bagaimana Mathematics Movie didesain kemudian diterapkan di dalam kelas. Penelitian ini juga termasuk penelitian kualitatif karena melibatkan manusia sebagai instrumen penelitian yang diukur peningkatan minat dan ketuntasan belajarnya. Untuk melihat minat belajar siswa, analisa data dilakukan dengan menganalisis hasil angket yang telah diberikan kepada subyek penelitian. Sedangkan analisa data untuk melihat ketuntasan belajar dilakukan dengan menganalisis hasil tes prestasi.

Hasil yang dicapai adalah (1) Desain pembuatan Mathematics Movie diawali dengan membuat storyboard, merancang gambar dalam Adobe Photoshop 7.0, sound recordered dengan Jet Audio, menganimasikan dalam Macromedia Flash Professional 8, convert dengan menggunakan Software Converter: Magic Swf2Avi 2008, dan diakhiri dengan proses burning pada Nero Start Smart. Running programnya, yaitu: membangkitkan kesiapan siswa, siswa memperhatikan tayangan Mathematics Movie, diskusi, dan refleksi serta evaluasi. (2) Berdasarkan analisa hasil angket yang telah diisi responden, terdapat 3,70% siswa sangat tidak berminat dalam mengikuti pembelajaran dengan menggunakan Mathematics Movie, 11,11% menyatakan tidak berminat, 64,81% berminat, dan 20,37% siswa sangat berminat. (3) Dari analisa hasil tes, terdapat 51 dari 54 siswa (atau 94,44%) siswa tuntas berdasarkan SKM yang diberlakukan sekolah, dan terdapat 44 dari 54 siswa (atau 81,48%) siswa tuntas berdasar standar ketuntasan depdiknas.

## ABSTRAC

The purposes of this research were (1) to know the design of making Mathematics Movie and running program, (2) to know the students interest toward Mathematic learning used Mathematics Movie,

(3) to know the ability of Senior High Students of Language Class which showed in learning completeness after implementing the Mathematics Movie media.

The design of this study was descriptive research because it described how Mathematics Movie was designed, then implemented in the class. This research also included in qualitative research because it involves the human as research instrument which measured the interest improvement and learning completeness. For knowing the students interest, the researcher analyzed the result of questionnaire that has given for the objects. Besides, the data analysis to know learning completeness was done by analyzed the result of achievement test. The result of this research were (1) The first step of making design Mathematics Movie was making storyboard, drawing the design use Adobe Photoshop 7.0, sound recorded using Jet Audio, animating in Macromedia Flash Professional 8, convert by using converter software: Magic Swf2Avi 2008 and the end of this process was burning use Nero Start Smart. The running program was to generate students readiness, the students pay attention for Mathematics Movie, discussion, reflection, and evaluation. (2) Based on the result of questionnaire, there was 3,70% students extremely did not interest in joining teaching and learning process by using Mathematics Movie, 11,11% stated the did not interest, 64,81% was interest, and 20,37% was very interest in Mathematics Movie. (3) From the result of the analysis, there was 51 from 54 students (or 94,44%), the students have been finished their SKM that implement in the school, and there was 44 from 54 students (or 81,48%) the students have been finished their target based on Education Department Standard.