

ABSTRACT

Zainatul Wahyuni. 2020. Interactive Multimedia application in identifying objects in the surrounding environment for the deaf child of class II at SLB Wacana Asih Padang. Thesis. Faculty of Educational Sciences. State University of Padang.

This research is backed by the problems found in SLB Wacana Asih Padang in the deaf child of class II. There are three students having trouble getting to know the names of objects in the surrounding environment is balls, dolls, photographs, scissors, gifts, chairs, books, flowers, tables, motors, cars, pencils, broom, refrigerators, bicycles, and bags. So far, the teacher used only the image media to introduce the names of objects in the neighborhood. So that students still have difficulty in knowing the names of objects in the neighborhood. To overcome this, researchers aim to improve the ability to know the names of objects in the environment through the application of interactive multimedia.

The research method used is a classroom action research consisting of a II cycle. Each cycle is made up of four face-to-face meetings and each study is evaluated, a cycle carried out in several stages is planning, implementing action, observation and reflection. The technique of data collection is observation, documentation, and tests.

The results showed that: 1) The learning process of identifying the names of objects in the surrounding environment is done by the application of interactive multimedia. 2) The ability to know the names of objects in the neighborhood for the deaf child of class II increased through the application of interactive multimedia. This can be seen from the data before the ability to act children in 32 indicators know the names of objects in the environment that are: AQ 34%, MU 31%, and ST 28%. While at the end of cycle I the third ability of the students increased, namely AQ 65.6%, MU 65.6, and ST 53%. In cycle II AQ ability increased to 96.8%, MU increased to 93.75%, and ST increased to 87.5. It can be concluded that the application of interactive multimedia can improve the ability to know objects in the environment for the Deaf child of class II at SLB Wacana Asih Padang. It is recommended to class teachers to be able to use this interactive multimedia learning media in the learning process.

Keywords: deaf, identify objects in the surrounding, interactive multimedia.