
Mathematics is one of the main subjects taught in every level of education. The ability to solve mathematical problems is needed by students in understanding mathematics. However, students' mathematical problem solving ability is still low. The teacher in delivering the material feels monotonous, so the students are less active and less able to convey their ideas. One of the alternative learning that is expected to improve the problem solving ability of mathematics is learning using interactive multimedia. This study aims to: 1) To determine whether the problem solving ability of mathematics students who get learning using interactive multimedia better than students who get conventional learning; 2) To find out whether the mathematical disposition of students who get learning using interactive multimedia better than students who get conventional learning. According to the method, this study uses experimental methods and design using the pretest-posttest control group. The population of this research is all class XI SMK Bakti Nusantara 666 Bandung academic year 2016/2017. The sample of this research is class XI SMK Bakti Nusantara 666 Bandung as many as two classes chosen at random. The instrument used in this research is a type of problem solving abstraction test and mathematical disposition scale using Likert Scale model. Based on data analysis of research results, obtained the conclusion: 1) The ability of problem solving of mathematics students who get learning using Interactive Multimedia better than students who get learning mathematics with conventional learning model; 2) Math disposition of students who get learning using Interactive Multimedia better than students who get learning mathematics with conventional learning model.

**Keywords:** Mathematical Problem Solving, Interactive Multimedia, Mathematical Disposition.