

**PENGEMBANGAN MEDIA PEMBELAJARAN AUDIO VISUAL  
BERBASIS APLIKASI CANVA PADA MATERI KELILING DAN LUAS  
LINGKARAN DI KELAS VI SD**

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**ABSTRAK**

Penelitian pengembangan media pembelajaran audio visual berbasis aplikasi canva pada materi keliling dan luas lingkaran di kelas VI SD bertujuan mendeskripsikan rancang bangun, validitas, respon guru dan respon peserta didik. Penelitian pengembangan media pembelajaran audio visual ini berpedoman pada model pengembangan 4D dengan tahapan-tahapan yang dilaksanakan yaitu: (1) pendefinisian (*define*), (2) perancangan (*design*), (3) pengembangan (*develop*), dan (4) penyebaran (*disseminate*). Subjek penelitian ini adalah para uji ahli yang meliputi ahli media, ahli materi, guru, dan peserta didik, sedangkan objek penelitian ini adalah validitas, respon guru dan peserta didik media audio visual berbasis aplikasi canva pada materi keliling dan luas lingkaran di kelas VI SD. Metode pengumpulan data penelitian pengembangan ini adalah metode kuesioner. Untuk mengukur validitas media pembelajaran audio visual berbasis aplikasi canva digunakan instrument *rating scale* skala 5 berupa lembar penilaian validitas yang diisi oleh ahli media dan ahli materi, sedangkan lembar penilaian respon guru dan peserta didik penilaian diisi oleh guru dan peserta didik. Data dianalisis dengan rumus *Mean* untuk mendapatkan rata-rata skor validitas, respon guru dan peserta didik. Hasil penelitian menyatakan media audio visual berbasis aplikasi canva pada materi keliling dan luas lingkaran yang telah dikembangkan memperoleh skor validitas ahli materi 4,50 dan ahli media 4,72 sedangkan skor dari respon guru 4,83 dan skor respon peserta didik 4,92 sehingga pengembangan media audio visual berbasis aplikasi canva pada materi keliling dan luas lingkaran dinyatakan valid dengan kualifikasi sangat baik.

**Kata Kunci:** media pembelajaran, audio visual, canva.

**DEVELOPMENT OF AUDIO VISUAL LEARNING MEDIA BASED ON  
CANVA APPLICATIONS ON CIRCULAR MATERIALS AND CIRCLE  
AREA IN CLASS VI SD**

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**ABSTRACT**

Research on the development of audio-visual learning media based on the Canva application on the circumference and area of a circle in grade VI SD aims to describe the design, validity, teacher responses and student responses. This research on the development of audio visual learning media is guided by the 4D development model with the following stages: (1) define, (2) design, (3) development, and (4) disseminate. The subjects of this study were expert tests which included media experts, material experts, teachers, and students, while the object of this research was the validity, responses of teachers and students of audio-visual media based on the Canva application on the circumference and area of a circle in grade VI elementary school. The method of collecting data for this research and development is the questionnaire method. To measure the validity of the audio-visual learning media based on the Canva application, a rating scale of 5 instrument was used in the form of a validity assessment sheet filled out by media experts and material experts, while the teacher and student response assessment sheets were filled out by teachers and students. The data were analyzed using the Mean formula to get the average validity score, teacher and student responses. The results of the study stated that the audio-visual media based on the Canva application on the circumference and area of the circle that had been developed obtained a validity score of 4.50 for material experts and 4.72 for media experts, while the score for the teacher's response was 4.83 and the student response score was 4.92. Canva application-based audio visual media on the circumference and area of a circle is declared valid with very good qualifications.

**Keywords:** learning media, audio visual, canva.