

**PENGEMBANGAN KONTEN INTERAKTIF MATA PELAJARAN  
AKIDAH AKHLAK MENGGUNAKAN MODEL *PROBLEM BASED  
LEARNING* UNTUK KELAS VII DI MTST MARDLATILLAH**

Oleh

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan konten interaktif berbasis *problem based learning* serta mendeskripsikan respon guru dan peserta didik terhadap pengembangan konten interaktif mata pelajaran Akidah Akhlak. Subjek dari penelitian ini yaitu peserta didik kelas VII yang sudah mendapatkan mata pelajaran Akidah Akhlak di MTsT Mardlatillah. Pengambilan data yang dilakukan dalam penelitian ini menggunakan lembar validasi ahli, angket uji perorangan, kelompok kecil, lapangan, angket uji respons guru dan peserta didik. Jenis penelitian yang digunakan adalah *Research and Development (R&D)* dengan model 4D (*Define, Design, Development, Dissemination*). Hasil penelitian menunjukkan bahwa: (1) Pengembangan konten interaktif mata pelajaran Akidah Akhlak di MTsT Mardlatillah berhasil diterapkan berdasarkan hasil uji validasi ahli isi memperoleh hasil nilai CVR = 1 dan nilai CVI = 1 dengan kategori Sangat Baik. Berdasarkan hasil uji validasi ahli desain dan media memperoleh nilai rata-rata sebesar 1,00 dengan kriteria Sangat Tinggi, (2) Hasil dari perhitungan uji efektivitas konten interaktif memperoleh nilai N-Gain sebesar 0,74 dengan kriteria Tinggi, (3) Hasil yang diperoleh uji kriteria keberhasilan yaitu tingkat keberhasilan peserta didik sebesar 100% yang berada pada kriteria Sangat Baik, dan (4) Hasil perhitungan respons guru mendapatkan skor rata sebesar 41 dan pada peserta didik mendapatkan skor sebesar 64,6, dari kedua perhitungan tersebut berada pada kategori Sangat Positif.

**Kata kunci:** Konten Interaktif Akidah Akhlak, *Problem Based Learning*, model 4D

**DEVELOPMENT OF INTERACTIVE CONTENT USING THE PROBLEM  
BASED LEARNING SUBJECT USING PROBLEM-BASED LEARNING  
FOR CLASS VII AT MTST MARDLATILLAH**

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***ABSTRACT***

Learning resources that are monotonous and can only be read without pictures or videos result in a lack of absorption of the material presented. Lack of variety in learning also makes students feel bored, ultimately reducing their interest in learning. This study aimed to develop interactive content based on problem-based learning and to describe the response of teachers and students to the development of interactive content in the Akidah Akhlak subject. The subjects of this study were class VII students who had received the Akidah Akhlak subject at MTsT Mardlatillah. Data collection was carried out in this study using expert validation sheets, individual test questionnaires, small group tests, field tests, teacher and student response test questionnaires. The type of research used is Research and Development (R&D) with a 4D model (Define, Design, Development, Dissemination). The results showed that: (1) The development of interactive content for the Aqidah Akhlak subject at MTsT Mardlatillah was successfully implemented based on the content expert validation test results to obtain  $CVR = 1$  and  $CVI = 1$  in the Very Good category. Based on the validation test results by design experts and media, it obtained an average value of 1.00 with Very High criteria. the success criterion test was obtained, namely the success rate of students was 100% which was in the Very Good criteria, and (4) The results of the calculation of the teacher's response got an average score of 41 and students got a score of 64.6, from both calculations these are in the category Very Positive.

***Keywords:*** *Interactive Content, Akidah Akhlak, Problem Based Learning, 4D*