

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF  
BERBASIS *QUANTUM LEARNING* MENGGUNAKAN APLIKASI  
*LECTORA INSPIRE* PADA MATERI USAHA DAN ENERGI KELAS X DI  
SMAS LAB UNDIKSHA**

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**ABSTRAK**

Kajian ini memiliki tujuan guna menghasilkan produk dalam bentuk multimedia interaktif berbasis *Quantum Learning* mempergunakan aplikasi *Lectora Inspire* untuk sebagai daya dukung pembelajaran peserta didik. Materi bahasan pada multimedia interaktif berbasis *Quantum Learning* yang dilakukan pengembangan ialah materi usaha serta energi yang selaras dengan kurikulum 2013. Kajian ini berjenis penelitian *Research and Development* (R&D) dengan desain pengembangan model ADDIE. Uji lapangan tes kemampuan awal siswa di uji cobakan untuk siswa kelas X MIPA di SMAS Lab Undiksha dengan mempergunakan *one grup pretest-postest design*. Subjek kajian pengembangan multimedia interaktif berbasis *Quantum Learning* tersusun atas dua ahli materi, 2 ahli media, 1 Guru fisika selaku praktisi serta 35 siswa kelas X MIPA selaku sampel uji lapangan. Data yang dihimpun mempergunakan angket validasi ahli materi, ahli media, guru fisika dan siswa kelas X MIPA. Hasil kajian ini memperoleh temuan bahwasanya media pembelajaran interaktif berbasis *Quantum Learning* menggunakan aplikasi *Lectora Inspire* pada materi Usaha dan Energi kelas X memperoleh respons secara positif. Hasil analisa data yang didapat dari responden menunjukkan bahwasanya media ini telah terbukti valid berdasarkan persentase rerata penilaian dari ahli media dan ahli materi senilai 77,93%, berkriteria valid (layak). Selain itu, dari tanggapan siswa, media ini juga dinilai sangat praktis dengan rerata persentase 89%. Selanjutnya, dari peningkatan hasil belajar peserta didik, media ini juga terbukti efektif dengan keefektifan sebesar 0,6%, yang berkriteria sedang. Berdasarkan hasil penilaian tersebut, bisa ditarik simpulan jika media pembelajaran ini mencukupi ketiga kriteria, yakni valid menurut ahli, praktis menurut siswa, serta efektif selaku media pembelajaran fisika.

**Kata Kunci :** Media Pembelajaran Fisika, *Quantum Learning*, *Lectora Inspire*.

**DEVELOPMENT OF INTERACTIVE LEARNING MULTIMEDIA BASED  
ON QUANTUM LEARNING USING LECTORA INSPIRE APPLICATION  
ON CLASS X EFFORT AND ENERGY MATERIAL AT SMAS LAB  
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**ABSTRACT**

*This study aims to produce products in the form of interactive multimedia based on Quantum Learning using the Lectora Inspire application to support student learning. The subject matter in the Quantum Learning-based interactive multimedia that was developed was the material of effort and energy in line with the 2013 curriculum. This study is a type of Research and Development (R&D) research with the ADDIE model development design. Field tests of students' initial ability tests were tested for class X MIPA students at SMAS Lab Undiksha using a one group pretest-posttest design. The subjects of the study of interactive multimedia development based on Quantum Learning are composed of two material experts, 2 media experts, 1 physics teacher as a practitioner and 35 X MIPA class students as field test samples. The data collected using a validation questionnaire of material experts, media experts, physics teachers and students of class X MIPA. The results of this study obtained findings that interactive learning media based on Quantum Learning using the Lectora Inspire application on class X Effort and Energy material received a positive response. The results of data analysis obtained from respondents show that this media has been proven valid based on the average percentage of assessment from media experts and material experts worth 77.93%, categorized as valid (feasible). In addition, from student responses, this media is also considered very practical with an average percentage of 89%. Furthermore, from the improvement of students' learning outcomes, this media also proved effective with an effectiveness of 0.6%, which is categorized as moderate. Based on the results of the assessment, it can be concluded that this learning media fulfills all three criteria, namely valid according to experts, practical according to students, and effective as a physics learning media.*

**Keywords:** *Physics Learning Media, Quantum Learning, Lectora Inspire*