Pengembangan Media Interaktif Berbasis Model *Problem Based Learning*

Untuk Meningkatkan Literasi Matematika Siswa SMP

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ABSTRAK

Penelitian ini bertujuan untuk mengkaji karakteristik dan kualitas media pembelajaran interaktif berbasis model *problem based learning* pada pembelajaran persamaan garis lurus di SMP. Penelitian ini dirancang menggunakan metode penelitian *Research and Development (R&D)* dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Setelah melalui proses pengembangan dihasilkan produk final berupa media pembelajaran interaktif dengan karakteristik: 1) Interaktif, 2) Fitur kuis yang beragam, 3) Sebagai media pembelajaran yang umum dan mandiri pada pembelajaran persamaan garis lurus, 4) Akses media berupa *link website* (.html). Setelah dilakukan uji kelayakan terhadap media pembelajaran interaktif, diperoleh bahwa media pembelajaran interaktif yang dikembangkan valid dengan rata-rata persentase 90%, praktis dengan rata-rata persentase 85,35%, dan cukup efektif dengan persentase 75%. Dari hasil penelitian maka dapat disimpulkan media pembelajaran interaktif yang dikembangkan layak untuk dijadikan media pendukung dalam kegiatan pembelajaran dan mampu meningkatkan kemampuan literasi matematika siswa dengan menggunakan model pembelajaran Problem Based Learning.

Kata Kunci: Pengembangan, Media Pembelajaran Interaktif, Literasi Matematika, *Problem Based Learning*

Development of Interactive Media Based on Problem Based Learning Models to Improve Mathematics Literacy of Junior High School Students

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ABSTRACT

This study aims to examine the characteristics and quality of interactive learning media based on problem-based learning models in straight-line equation learning in junior high schools. This research was designed using Research and Development (R&D) research methods with the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). After going through the development process, a final product was produced in the form of interactive learning media with the characteristics: 1) Interactive, 2) Various quiz features, 3) As a general and independent learning media in straight-line equation learning, 4) Media access in the form of website links (.html). After conducting feasibility tests on interactive learning media, it was found that the interactive learning media developed were valid with an average percentage of 90%, practical with an average percentage of 85.35%, and quite effective with a percentage of 75%. From the results of the study, it can be concluded that the interactive learning media developed is feasible to be used as a supporting media in learning activities and is able to improve students' mathematical literacy skills by using the Problem Based Learning learning model.

Keywords*: Development, Interactive Learning Media, Mathematical Literacy, Problem Based Learning.*