

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF  
BERSTRATEGI *DISCOVERY LEARNING* PADA MATA PELAJARAN  
BAHASA JEPANG MATERI *JIKO SHOUKAI* DAN *GAKKOU NO  
SEIKATSU* DI SMA NEGERI 1 TEJAKULA**

Oleh

**Komang Dian Ary Kristiadi, Nim. 1815051040**

**Program Studi Pendidikan Teknik Informatika**

**Jurusan Teknik Informatika**

**Fakultas Teknik dan Kejuruan**

**Universitas Pendidikan Ganesha**

**Singaraja**

**Email : [komangdianary23@gmail.com](mailto:komangdianary23@gmail.com)**

**ABSTRAK**

Penyajian materi pelajaran bahasa Jepang hanya berbantuan buku pegangan siswa serta media pembelajaran yang digunakan kurang menarik sehingga menjadi pemicu kurangnya motivasi, minat dan antusias siswa dalam mengikuti pembelajaran. Selain itu, hanya ada 1 pengajar untuk mata pelajaran bahasa Jepang dari kelas XI sampai kelas XII jurusan Ilmu Bahasa dan Budaya di SMA Negeri 1 Tejakula yang memunculkan permasalahan yaitu penyampaian materi yang kurang maksimal dan durasi pembelajaran yang dibatasi. Hal tersebut menunjukkan bahwa perlu adanya media pembelajaran interaktif berstrategi *discovery learning* khususnya pada mata pelajaran bahasa Jepang materi *Jiko Shoukai* dan *Gakkou No Seikatsu*. Penelitian ini merupakan jenis penelitian *Research and Development* (R&D) dan menggunakan metode penelitian ADDIE yang terdiri dari lima tahapan yaitu *Analyze, Design, Development, Implementation, Evaluation*. Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif serta mengetahui respon siswa dan guru terhadap media pembelajaran interaktif yang dikembangkan. Penelitian ini dilakukan di kelas XI IBB 3 SMA Negeri 1 Tejakula yang terdiri dari 36 peserta didik. Hasil kevalidan yang didapatkan dari penelitian berdasarkan uji ahli isi serta uji ahli media dan desain yaitu memperoleh nilai rata – rata sebesar 1,00 yang termasuk ke dalam kategori sangat baik. Hasil uji efektivitas diperoleh sebesar 0,83 dengan perhitungan N-Gain yang termasuk kategori efektif. Hasil uji respon peserta didik memperoleh nilai rata-rata sebesar 67 yang termasuk kategori sangat valid serta hasil uji respon guru memperoleh nilai rata – rata sebesar 39 yang termasuk kategori praktis.

**Kata kunci:** media pembelajaran interaktif, *discovery learning*, ADDIE

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA WITH  
DISCOVERY LEARNING STRATEGY ON JAPANESE SUBJECTS JIKO  
SHOUKAI AND GAKKOU NO SEIKATSU MATERIAL  
AT SMA NEGERI 1 TEJAKULA**

**By**

**Komang Dian Ary Kristiadi, Nim. 1815051040**

*Informatics Engineering Education Study Program*

*Majoring of Informatics Engineering*

*Faculty of Engineering and Vocational*

*Ganesha University of Education*

*Singaraja*

**Email: [komangdianary23@gmail.com](mailto:komangdianary23@gmail.com)**

**ABSTRACT**

*The presentation of Japanese subject matter is only assisted by student handbooks and the learning media used is less interesting, so it triggers a lack of motivation, interest and enthusiasm of students in participating in learning. In addition, there is only 1 teacher for Japanese subjects from class XI to class XII majoring in Language and Cultural Sciences at SMA Negeri 1 Tejakula which raises problems, namely the delivery of material that is not optimal and the duration of learning is limited. This shows that there is a need for interactive learning media with discovery learning strategies, especially in Japanese subjects, Jiko Shoukai and Gakkou No Seikatsu materials. This research is a type of Research and Development (R&D) research and uses the ADDIE research method which consists of five stages, namely Analyze, Design, Development, Implementation, Evaluation. This study aims to develop interactive learning media and determine the response of students and teachers to the interactive learning media developed. This research was conducted in class XI IBB 3 SMA Negeri 1 Tejakula consisting of 36 students. The validity results obtained from research based on content expert tests and media and design expert tests obtained an average score of 1.00 which is included in the very good category. The effectiveness test results were obtained at 0,83 with the calculation of N-Gain which is included in the effective category. The results of the student response test obtained an average score of 67 which was included in the very valid category and the results of the teacher response test obtained an average score of 39 which was included in the practical category.*

**Keywords: *interactive media, discovery learning, ADDIE***