PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF BERBASIS *QUANTUM LEARNING* MENGGUNAKAN APLIKASI *ISPRING SUITE 9* PADA MATERI FISIKA KELAS XI DI SMA NEGERI 1 SUKASADA

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ABSTRAK

Kajian ini bertujan menghasilkan produk berbentuk multimedia interaktif berbasis *Quantum Learning* menggunakan aplikasi *iSpring Suite 9* sebagai daya dukung pembelajaran peserta didik dan meningkatkan prestasi belajar siswa. Materi bahasan pada multimedia interaktif berbasis *Quantum Learning* yang dilakukan pengembangan adalah berupa materi gelombang cahaya serta optik 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 diuji cobakan untuk siswa kelas XI MIPA di SMA Negeri 1 Sukasada dengan mempergunakan *one grup pretest-postest design*. Subjek kajian pengembangan multimedia interaktif berbasis *Quantum Learning* tersusun atas ahli materi dan ahli media, 1 Guru fisika selaku praktisi serta 30 siswa kelas XI MIPA selaku sampel uji lapangan. Data yang dihimpun mempergunakan angket validasi ahli materi, ahli media, guru fisika dan siswa kelas XI MIPA. Hasil kajian ini memperoleh temuan bahwasanya media pembelajaran interaktif berbasis *Quantum Learning* menggunakan aplikasi *iSpring Suite 9* pada materi Gelombang Cahaya dan Optik kelas XI memperoleh respon 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 90%, berkriteria valid (sangat layak). Selain itu, dari tanggapan siswa, media ini juga dinilai sangat praktis dengan rerata persentase 85%. Selanjutnya, dari peningkatan hasil belajar peserta didik, media ini juga terbukti efektif dengan keefektifan sebesar 0,7%, yang berkriteria sedang. Berdasarkan hasil analisa tersebut, ditarik simpulan bahwa media pembelajaran ini valid menurut ahli dan praktis menurut siswa serta efektif untuk dikembangkan pada proses pembelajaran.

Kata Kunci : Media Pembelajaran Fisika, *Quantum Learning*, *iSpring Suite 9*.

DEVELOPMENT OF INTERACTIVE MULTIMEDIA LEARNING BASED ON QUANTUM LEARNING USING THE ISPRING SUITE 9 APPLICATION IN CLASS XI PHYSICS MATERIAL AT SMA NEGERI 1 SUKASADA

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ABSTRACT

This study aimed at producing products in the form of *Quantum Learning* based interactive multimedia by using the *iSpring Suite 9* application as a supporting capacity for student learning. The discussion material in *Quantum Learning* based interactive multimedia developed was light wave and optical material that was in line with the 2013 curriculum. This study was a type of *Research and Development* (R&D) research with an ADDIE model development design. The field test of the initial ability test of students was tested for grade XI MIPA students at SMA Negeri 1 Sukasada using *one group pretest-postest design*. The subject of the study of *Quantum Learning* based interactive multimedia was composed by material experts and media experts, 1 physics teacher as a practitioner and 30 students of grade XI MIPA as field test samples. The data collected used validation questionnaires of material experts, media experts, physics teachers and students of grade XI MIPA. The results of this study find that *Quantum Learning* based interactive multimedia using the *iSpring Suite 9* application on class X I class Gelombang Cahaya and Optik class XI material receive 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 90%, with valid criteria (very feasible). In addition, from student responses, this media is also considered very practical with an average percentage of 85%. Furthermore, from the improvement of student learning outcomes, this media has also proven effective with an effectiveness of 0.7%, which is a medium criterion. Based on the results of the analysis , it is concluded that this learning media is valid according to experts and practical according to students and is effective to be developed in the learning process.

Keywords: Physics Learning Media, *Quantum Learning*, *iSpring Suite 9*.