

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF
BERKONSEP GAMIFIKASI DENGAN MODEL PROBLEM BASED
LEARNING PADA MATA PELAJARAN INFORMATIKA**

oleh

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ABSTRAK

Pembelajaran informatika mulai diterapkan kembali pada kurikulum merdeka, tingkat pemahaman dan motivasi peserta didik dalam belajar rendah dikarenakan kurangnya variasi dalam media pembelajaran dan bahan ajar. Oleh karena itu diperlukan solusi untuk membantu peserta didik untuk dapat meningkatkan pemahaman dan motivasi dalam belajar informatika. Tujuan dari penelitian pengembangan ini adalah untuk menghasilkan produk media pembelajaran interaktif berkonsep gamifikasi dengan model *problem based learning* pada mata pelajaran informatika serta mengetahui kelayakan dan respon peserta didik dan guru terhadap produk media interaktif. Jenis penelitian yang digunakan adalah *Research and Development (R&D)* dengan model pengembangan MDLC. Responden penelitian ini ialah ahli isi, ahli media, peserta didik kelas VII, kelas VIII dan guru pengampu mata pelajaran informatika. Perolehan data pada penelitian ini melalui observasi, wawancara dan penggunaan kuesioner. Hasil penelitian menunjukkan bahwa: produk media pembelajaran interaktif yang dikembangkan dengan software adobe captivate, efektif dan layak digunakan dalam pembelajaran informatika. Terbukti dengan perolehan hasil rata-rata koefisien uji ahli isi dan desain-media sebesar 1,00 berada pada kriteria “Sangat Valid”, hasil pengujian efektivitas dengan perhitungan N-Gain, memperoleh rata-rata sebesar 0,756 termasuk kriteria “Efektif”, hasil respon guru dan peserta didik menggunakan metode UEQ adalah positif pada aspek yang terdiri dari: Daya Tarik, Kejelasan, Efisiensi, Ketepatan, Stimulasi, dan Kebaruan.

Kata Kunci : Media Pembelajaran Interaktif, *Problem based learning*, Gamifikasi, Mata Pelajaran Informatika, Adobe Captivate, UEQ

**The Development of Interactive Learning Media with Gamification Concepts
Using the Problem-Based Learning Model in Informatics Subjects**

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ABSTRACT

Informatics learning at the junior high school level, which has been re-implemented in the independent curriculum, shows a low level of understanding and motivation among students due to the lack of variety in learning media and teaching materials. Therefore, a solution is needed to help students improve their understanding and motivation in learning informatics. The purpose of this research development is to produce an interactive learning media product with a gamification concept and problem-based learning model for the informatics subject, as well as to determine the suitability and response of students and teachers to the interactive media product. The research used a Research and Development (R&D) approach with the MDLC development model. The respondents in this study were subject matter experts, media experts, students in class VII and VIII, and informatics teachers. Data collection in this study was conducted through observation, interviews, and questionnaires. The results of the study show that the interactive learning media product with a gamification concept and problem-based learning model for the informatics subject, developed using Adobe Captivate software, is effective and suitable for use in informatics learning. This is confirmed by the average coefficient of validity of the subject matter experts and media design, which is 1.00, falling within the criteria of 'Very Valid'. The effectiveness was obtained from the results of the effectiveness testing using the N-Gain calculation, which yielded an average of 0.756 and falls within the criteria of 'Effective'. The response of teachers and students using the UEQ method was positive in the aspects of: Attractiveness, Clarity, Efficiency, Accuracy, Stimulation, and Novelty

Keywords: Interactive Learning Media, Problem-Based Learning, Gamification, Informatics Subject, Adobe Captivate, UEQ