

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
*CONTEXTUAL TEACHING AND LEARNING* PADA MATA PELAJARAN  
FIIQH MATERI PENGURUSAN JENAZAH DI MTST MARDLATILLAH**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran interaktif berbasis *Contextual Teaching And Earning* serta mengetahui respon guru dan siswa terhadap penggunaan media pembelajaran interaktif khususnya pada mata pelajaran Fiqih materi pengurusan jenazah di MTSt Mardlatillah. Jenis penelitian yang digunakan yaitu Research and Development (R&D), dengan menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek penelitian ini yaitu siswa kelas IX MTSt Mardlatillah dan juga guru pengampu mata pelajaran Fiqih. Hasil dari perhitungan media pembelajaran interaktif melalui uji ahli isi serta ahli desain dan media mendapatkan nilai rata-rata sebesar 1,00 yang masuk pada kategori sangat valid. Hasil untuk uji efektivitas dengan menggunakan perhitungan N-Gain memperoleh nilai sebesar 1,00 yang masuk dalam kategori interprestasi sangat efektif. Hasil untuk uji kriteria keberhasilan mendapatkan nilai sebesar 100% yang masuk dalam kategori sangat tinggi. Hasil uji respon siswa mendapatkan nilai rata-rata sebesar 65,6 yang masuk pada kategori praktis dan hasil uji respon guru mendapatkan nilai rata-rata sebesar 45 yang masuk pada kategori sangat praktis

Kata kunci: Pengembangan,Media Pembelajaran Interaktif, *Contextual Teacghing And Learning*, Fikih, Pengurusan Jenazah

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON  
CONTEXTUAL TEACHING AND LEARNING IN FIQH SUBJECTS,  
FUNERAL MANAGEMENT MATERIALS AT MTST MARDLATILLAH**

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**ABSTRACT**

*This research aims to develop and implement interactive learning media based on contextual teaching and learning, as well as to determine the responses of teachers and students to the use of interactive learning media, especially in the subject of Fiqh, funeral management materials at MTSt Mardlatillah. The type of research used is Research and Development (R&D), using the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. The subjects of this research are grade IX students of MTSt Mardlatillah and also teachers of Fiqh subjects. The results of the calculation of interactive learning media through the test of content experts and design and media experts obtained an average score of 1.00 which is included in the very valid category. The results for the effectiveness test using the N-Gain calculation obtained a value of 1.00 which is included in the category of very effective interpretation. The results for the success criterion test received a score of 100% which was included in the very high category. The results of the student response test get an average score of 65.6 which is included in the practical category and the results of the teacher response test get an average score of 45 which is included in the very practical category*

***Keywords: Development, Interactive Learning Media, Contextual Teaching And Learning, Fiqh, Funeral Management***