

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
DISCOVERY LEARNING PADA MATA PELAJARAN BAHASA JEPANG  
UNTUK KELAS X DI SMA NEGERI 1 BLAHBATUH**

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**ABSTRAK**

Pengembangan Media Pembelajaran Interaktif Berbasis *Discovery Learning* pada mata pelajaran Bahasa Jepang untuk kelas X di SMA Negeri 1 Blahbatuh bertujuan untuk meningkatkan minat dan motivasi peserta didik dalam mempelajari Bahasa Jepang, khususnya pada topik *Kyoushitsu* (nama-nama benda di ruang kelas). Penelitian ini dilatarbelakangi oleh penurunan pemahaman siswa pada masa transisi dari pandemic ke masa new normal, yang menjadi faktor utama penurunan tersebut yaitu cara belajar yang hanya berpatokan pada buku, power point dan gambar, serta kurangnya media pembelajaran yang dapat menarik minat siswa terhadap materi *Kyoushitsu*. Penelitian ini dilakukan dengan pendekatan *Research and Development (R&D)* mempergunakan model pengembangan ADDIE. Hasil uji validitas dari ahli materi, ahli media, serta uji efektivitas menunjukkan tingkat validitas berkategori "Sangat Tinggi". Selain itu, hasil uji respons peserta didik memperoleh skor 68,19 yang termasuk berkategori "Sangat Praktis", sementara hasil uji respons pendidik menunjukkan skor 41 yang juga berkategori "Sangat Praktis".

**Kata Kunci:** Bahasa Jepang, *Discovery Learning*, ADDIE

**“DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON  
DISCOVERY LEARNING IN JAPANESE SUBJECTS FOR CLASS X AT  
SMA NEGERI 1 BLAHBATUH”**

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**ABSTRACT**

*The development of Discovery Learning Based Interactive Learning Media in Japanese Language subjects for class X at SMA Negeri 1 Blahbatuh aims to increase students' interest and motivation in learning Japanese, especially on the topic of Kyoushitsu (names of objects in the classroom). This research is motivated by a decrease in student understanding during the transition from the pandemic to the new normal period, which is the main factor in this decline, namely the way of learning that is only based on books, power points and pictures, as well as the lack of learning media that can attract students' interest in Kyoushitsu material. This research was conducted with a Research and Development (R&D) approach using the ADDIE development model. The validity test results from material experts, media experts, and effectiveness tests show the validity level in the “Very High” category. In addition, the results of the learner response test obtained a score of 68.19 which included the category “Very Practical”, while the results of the educator response test showed a score of 41 which was also categorized as “Very Practical”.*

**Keywords:** Japanese, Discovery Learning, ADDIE