

**PENGEMBANGAN MEDIA PEMBELAJARAN DENGAN APLIKASI  
*LECTORA INSPIRE* BERBASIS *PROBLEM SOLVING* PADA MATERI  
USAHA DAN PESAWAT SEDERHANA DALAM KEHIDUPAN SEHARI-  
HARI KELAS VIII**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui validitas, kepraktisan dan keterbacaan media pembelajaran dengan aplikasi *lectora inspire* berbasis *problem solving* pada materi usaha dan pesawat sederhana kelas VIII. Jenis penelitian ini adalah *research and development* (R & D) dengan menggunakan model *Borg and Gall* yang memiliki sepuluh tahapan. Pada penelitian ini dibatasi sampai tujuh tahap meliputi 1) pengumpulan informasi, 2) pengumpulan data, 3) desain produk, 4) validasi produk, 5) revisi desain, 6) uji coba produk, 7) revisi Produk sesuai kebutuhan. Instrumen pengumpulan data yang digunakan meliputi lembar validasi, angket respons uji kepraktisan dan uji keterbacaan. Uji validitas uji produk dilakukan oleh dua orang dosen ahli pendidikan IPA. Kepraktisan media pembelajaran diuji oleh dua orang guru IPA SMP. Keterbacaan media pembelajaran diuji oleh kelompok kecil berjumlah 30 peserta didik kelas VIII. Hasil penelitian yang didapat 1) hasil uji validasi meliputi a) Uji validitas produk mendapatkan skor 82% sehingga masuk pada kualifikasi sangat valid, b) Hasil uji kepraktisan media pembelajaran memiliki rerata skor 78,1% termasuk dalam kualifikasi praktis, dan c) Hasil uji keterbacaan media pembelajaran masuk pada kualifikasi sangat terbaca dengan skor 88,4%. Berdasarkan hasil uji validitas, kepraktisan, dan keterbacaan media pembelajaran *lectora inspire* berbasis *problem solving* pada materi usaha dan pesawat sederhana kelas VIII layak untuk diuji coba lebih lanjut

**Kata Kunci:** media *lectora inspire*, IPA, *problem solving*, usaha dan pesawat sederhana

***DEVELOPMENT OF LEARNING MEDIA WITH PROBLEM SOLVING-  
BASED LECTORA INSPIRE APPLICATION ON BUSINESS MATERIALS  
AND SIMPLE PLANES IN DAILY LIFE CLASS VIII***

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***ABSTRACT***

*This study aims to determine how the validation, practicality and readability of learning media with the Lectora Inspire application based on problem solving on the material of business and simple machines for class VIII. This type of research is research and development (R & D) using the Borg and Gall model which has ten stages. In this study, it is limited to seven stages including 1) information collection, 2) data collection, 3) product design, 4) product validation, 5) design revision, 6) product trial, 7) Product revision according to needs. The data collection instruments used include validation sheets, practicality test response questionnaires and readability tests. The validity test of the product test was carried out by two expert lecturers in science education. The practicality of the learning media was tested by two junior high school science teachers. The readability of the learning media was tested by a small group of 30 class VIII students. The results of the study obtained 1) the results of the validation test include a) The product validity test got a score of 82% so that it is included in the very valid qualification, b) The results of the practicality test of the learning media have an average score of 78.1% included in the practical qualification, and c) The results of the readability test of the learning media are included in the very readable qualification with a score of 88.4%. Based on the results of the validity test, practicality, and readability of the lectora inspire learning media based on Problem Solving on the material of business and simple machines for class VIII, it is worthy of further testing.*

**Keywords:** *lectora inspire, Science, problem solving, usaha and simple machinery*