

**PENGEMBANGAN MEDIA PETA INTERAKTIF TENTANG MATERI
SEBARAN FLORA DAN FAUNA INDONESIA PADA PEMBELAJARAN
GEOGRAFI DI SMA NEGERI 1 PENEDEL**

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ABSTRAK

Penelitian dilaksanakan di SMA Negeri 1 Penedel dengan tujuan untuk menganalisis (1) proses pengembangan peta interaktif dalam pembelajaran geografi, (2) kevalidan dan kepraktisan media peta interaktif yang dikembangkan, dan (3) efektivitas penggunaan peta interaktif dalam meningkatkan pemahaman siswa tentang materi pelajaran geografi. Penelitian dilakukan di SMA Negeri 1 Penedel dengan menggunakan desain penelitian dan pengembangan model ADDIE. Data penelitian dikumpulkan dengan observasi, wawancara, angket validasi, angket kepraktisan, dan tes berupa pretest dan posttest yang selanjutnya dianalisis dengan teknik deskriptif kualitatif, dan deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa: (1) proses pengembangan media peta interaktif dilakukan melalui empat tahapan, yaitu analisis, desain, pengembangan, serta implementasi & evaluasi, (2) media peta interaktif yang dikembangkan memiliki kevalidan sangat valid berdasarkan penilaian oleh ahli, sedangkan melalui uji eksternal dengan penilaian dilakukan oleh guru dan siswa memiliki kepraktisan sangat baik, dan (3) efektivitas media peta interaktif dalam meningkatkan pemahaman siswa tentang materi sebaran flora fauna tergolong efektif.

Kata kunci : Media peta interaktif, flora fauna, pembelajaran geografi

**DEVELOPMENT OF AN INTERACTIVE MAP MEDIA ON THE
DISTRIBUTION OF INDONESIAN FLORA AND FAUNA IN
GEOGRAPHY LEARNING AT SMA NEGERI 1 PENEDEL**

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ABSTRACT

This research was conducted at SMA Negeri 1 Penebel with the aim to analyze: (1) the development process of interactive map media in geography learning, (2) the validity and practicality of the developed interactive map media, and (3) the effectiveness of using the interactive map in improving students' understanding of geography subject matter. The study applied the ADDIE development model. Data were collected through observation, interviews, validation questionnaires, practicality questionnaires, and tests in the form of pretests and posttests. The data were analyzed using both qualitative descriptive and quantitative descriptive techniques. The results showed that: (1) the development process of the interactive map media followed four stages, namely analysis, design, development, and implementation & evaluation; (2) the developed interactive map media was found to be highly valid based on expert judgment, and showed very good practicality based on evaluations from both teachers and students; and (3) the effectiveness of the interactive map media in improving students' understanding of flora and fauna distribution was categorized as effective.

Keywords: Interactive map media, flora and fauna, geography learning