

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
PROJECT BASED LEARNING PADA MATA PELAJARAN
INFORMATIKA DI KELAS VIII SMP NEGERI 1 SUKASADA**

Oleh

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ABSTRAK

Pada mata pelajaran Informatik akelas VIII, pendekatan *Project Based Learning* (PjBL) memiliki potensi besar jika didukung media pembelajaran interaktif. Hasil observasi menunjukkan guru masih mengandalkan buku, PMM, internet, dan Google Classroom, namun media yang digunakan masih terbatas, kurang bervariasi, dan minim interaktivitas. Peserta didik menginginkan media visual serta interaktif agar pembelajaran lebih menarik, memotivasi, dan mempermudah pemahaman. Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis *Project Based Learning* pada materi system computer menggunakan metode *Research & Development* (R&D) dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan di SMP Negeri 1 Sukasada. Media dikembangkan sesuai kebutuhan peserta didik dan mendukung kurikulum Merdeka. Hasil validasi menunjukkan media memperoleh skor ahli 1,00 (sangat valid), nilai praktis dari guru 50 dengan rata-rata 6,67, serta rata-rata peserta didik 61,4. Uji keefektifan dengan rumus N-Gain menunjukkan angka 0,79 (kategori tinggi). Media ini meningkatkan pemahaman, minat belajar, motivasi, dan keterlibatan peserta didik. Dengan demikian media pembelajaran interaktif berbasis *Project Based Learning* ini layak digunakan, mendukung pembelajaran inovatif, dan relevan diterapkan di SMP Negeri 1 Sukasada.

Kata Kunci: *Project Based Learning*, Media Pembelajaran Interaktif, Sistem Komputer

***DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
PROJECT-BASED LEARNING IN INFORMATICS IN GRADE VIII
STUDENTS OF SMP NEGERI 1 SUKASADA***

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ABSTRACT

In Grade VIII Informatics lessons, the Project Based Learning (PjBL) approach has great potential if supported by interactive learning media. Observation results show that teachers still rely on books, PMM, the internet, and Google Classroom, but the media used are still limited, lack variety, and have minimal interactivity. Students desire visual and interactive media to make learning more engaging, motivating, and easier to understand. This study aims to develop interactive learning media based on Project Based Learning for computer system material using the Research & Development (R&D) method with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The study was conducted at SMP Negeri 1 Sukasada. The media was developed according to the needs of the students and supports the Merdeka curriculum. The validation results showed that the media received an expert score of 1.00 (highly valid), a practical score from teachers of 50 with an average of 6.67, and an average student score of 61.4. The effectiveness test using the N-Gain formula showed a score of 0.79 (high category). This media enhances students' understanding, learning interest, motivation, and engagement. Therefore, this interactive learning media based on Project Based Learning is suitable for use, supports innovative learning, and is relevant for implementation at SMP Negeri 1 Sukasada.

Keywords: *Project Based Learning, Interactive Learning Media, Computer System*