

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF
BERBASIS *PROBLEM BASED LEARNING* PADA MATERI PRAAKSARA
KELAS X DI SMK TI BALI GLOBAL KLUNGKUNG**

Oleh

Ida Ayu Windy Prabawanti, 1815051081

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email : ayu.windy@undiksha.ac.id

ABSTRAK

Pembelajaran Sejarah di tingkat menengah masih didominasi metode ceramah satu arah yang kurang interaktif, sering kali hanya didukung media seperti *Microsoft PowerPoint*. Hal ini berdampak pada rendahnya minat, motivasi, serta pemahaman peserta didik terhadap materi. Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis *Problem Based Learning* (PBL) pada materi Praaksara kelas X di SMK TI Bali Global Klungkung. Metode yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Media ini dirancang untuk memudahkan pendidik dalam menyampaikan materi dan membantu peserta didik belajar secara menyenangkan. Hasil uji coba menunjukkan media memperoleh respon sangat baik, dengan hasil uji perorangan dan kelompok kecil masing-masing sebesar 91% dan 80%. Uji lapangan dengan 26 peserta didik menunjukkan validitas sangat tinggi sebesar 91%. Nilai rata-rata respon peserta didik sebesar 67 dan guru pengampu 46, tergolong “Sangat Positif” dan “Sangat Praktis”. Media ini dinyatakan layak dan efektif meningkatkan pemahaman serta keterlibatan peserta didik.

Kata Kunci: Media Pembelajaran Interaktif, *Problem Based Learning*, SMK TI Bali Global Klungkung, *Research and Development*, ADDIE

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA
BASED ON PROBLEM-BASED LEARNING ON CLASS X PREHISTORIC
MATERIAL AT SMK TI BALI GLOBAL KLUNGKUNG**

By

Ida Ayu Windy Prabawanti, 1815051081

Informatics Engineering Education Study Program

Department of Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Singaraja

Email: ayu.windy@undiksha.ac.id

ABSTRACT

History learning at the secondary education level is still largely dominated by one-way lecture methods, which tend to lack interactivity and are often supported only by media such as Microsoft PowerPoint. This results in low student interest, motivation, and understanding of the subject matter. This study aims to develop interactive learning media based on Problem-Based Learning (PBL) for the Prehistoric Era material in Grade X at SMK TI Bali Global Klungkung. The research method used is Research and Development (R&D), employing the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The media is designed to assist teachers in delivering content effectively and to help students learn in an engaging and enjoyable way. Trial results show that the media received very positive responses, with individual and small group trials scoring 91% and 80%, respectively. A field trial involving 26 students indicated a high validity score of 91%. The average response score was 67 from students and 46 from the teacher, both categorised as “Highly Positive” and “Highly Practical”. Thus, the media is deemed appropriate and effective in enhancing students’ understanding and engagement.

Keywords: *Interactive Learning Media, Problem-Based Learning, SMK TI Bali Global Klungkung, Research and Development, ADDIE*