

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
PROBLEM BASED LEARNING PADA MATA PELAJARAN IPA UNTUK
KELAS VII DI SMP NEGERI 1 GIANYAR**

Oleh

Dewa Ayu Putu Ika Kasturi Dewi, NIM. 1815051055

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email : ayu.ika.kasturi@undiksha.ac.id

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif berbasis *problem based learning*, mengimplementasikannya dalam proses pembelajaran IPA, serta mengidentifikasi respons guru dan peserta didik terhadap pengembangan dan penerapan media tersebut di kelas VII SMP Negeri 1 Gianyar. Penelitian ini mempergunakan jenis penelitian yang berfokus pada pengembangan yang disebut dengan *R&D (Research and Development)*. Model pengembangan yang diterapkan dalam penelitian ini adalah model ADDIE mencakup lima tahap utama, yaitu *Analyze, Design, Development, Implementation, Evaluation*. Subjek dari penelitian ini adalah peserta didik kelas VII dan guru pengampu mata pelajaran Ilmu Pengetahuan Alam di SMP Negeri 1 Gianyar. Hasil perhitungan dari validitas ahli isi dan validitas ahli media-desain mendapatkan tingkat koefisien validitasnya senilai 1,00 tergolong pada tingkat validitas “Sangat Tinggi” dengan kriteria “Sangat Valid”. Hasil uji efektivitas perhitungan N-Gain mendapatkan nilai 0,82 berada pada tingkat “Efektif”. Hasil perhitungan analisis data respons peserta didik senilai 67,72 berada pada tingkat kualifikasi “Sangat Positif” dengan kategori “Sangat Praktis”. Hasil perhitungan analisis data respons pendidik senilai 6,67 ada pada tingkat kualifikasi “Sangat Positif” dengan kategori “Sangat Praktis”. Kesimpulannya media pembelajaran interaktif ini layak digunakan dalam kegiatan pembelajaran untuk mata pelajaran Ilmu Pengetahuan Alam khususnya materi zat dan perubahannya.

Kata Kunci : Media Pembelajaran Interaktif, *Problem Based Learning*, Ilmu Pengetahuan Alam, ADDIE.

***DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
PROBLEM BASED LEARNING IN SCIENCE SUBJECTS FOR GRADE VII
AT SMP NEGERI 1 GIANJAR***

By

Dewa Ayu Putu Ika Kasturi Dewi, NIM. 1815051055

Informatics Engineering Education Study Program

Informatics Engineering Department

Faculty of Engineering and Vocational Studies

Ganesha University of Education

Email : ayu.ika.kasturi@undiksha.ac.id

ABSTRACT

This study aims to produce interactive learning media based on problem-based learning, implement it in the science learning process, and identify the responses of teachers and students to the development and application of the media in class VII of SMP Negeri 1 Gianjar. This study uses a type of research that focuses on development called R&D (Research and Development). The development model applied in this study is the ADDIE model which includes five main stages, namely Analyze, Design, Development, Implementation, Evaluation. The subjects of this study were class VII students and teachers of Natural Sciences subjects at SMP Negeri 1 Gianjar. The results of the calculation of the validity of the content expert and the validity of the media-design expert obtained a validity coefficient level of 1.00 classified as a "Very High" validity level with the criteria of "Very Valid". The results of the N-Gain calculation effectiveness test obtained a value of 0.82 at the "Effective" level. The results of the calculation of student response data analysis valued at 67.72 are at the "Very Positive" qualification level with the "Very Practical" category. The results of the data analysis of educator responses, with a score of 6.67, fall within the "Very Positive" qualification level and the "Very Practical" category. In conclusion, this interactive learning medium is suitable for use in Natural Science learning activities, particularly in the topic of matter and its changes.

Keywords : Interactive Learning Media, Problem-Based Learning, Natural Science, ADDIE.