

PENGEMBANGAN MEDIA INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA KONTEN TRIGONOMETRI KELAS X DI SMA MUHAMMADIYAH 2 SINGARAJA

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ABSTRAK:

Indonesia menghadapi tantangan dalam mempersiapkan masyarakatnya untuk abad ke-21, menekankan perlunya reformasi pendidikan yang mendorong kemandirian, tanggung jawab, kreativitas, dan inovasi di kalangan siswa. Dalam matematika SMA, khususnya trigonometri, banyak siswa mengalami kesulitan, yang menunjukkan adanya kesenjangan antara metode pengajaran dan pemahaman siswa. Penelitian menunjukkan bahwa alat pembelajaran multimedia interaktif dapat meningkatkan keterlibatan dan pemahaman. Sebuah studi di SMA Muhammadiyah 2 Singaraja menunjukkan bahwa mengintegrasikan Pembelajaran Berbasis Masalah (PBL) dengan media interaktif dapat mengatasi kesulitan ini, sehingga trigonometri menjadi lebih mudah diakses dan merangsang bagi siswa.

Kata Kunci — Pendidikan, Problem Based Learning, Pembelajaran Media Interaktif

DEVELOPMENT OF INTERACTIVE MEDIA BASED ON PROBLEM-BASED LEARNING FOR TRIGONOMETRY CONTENT FOR 10TH GRADES AT SMA MUHAMMADIYAH 2 SINGARAJA

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ABSTARCT:

Indonesia faces challenges in preparing its society for the 21st century, emphasizing the need for educational reforms that foster independence, responsibility, creativity, and innovation among students. In high school mathematics, particularly in trigonometry, many students struggle, indicating a gap between teaching methods and student understanding. Research shows that interactive multimedia learning tools can enhance engagement and comprehension. A study at SMA Muhammadiyah 2 Singaraja suggested that integrating Problem-Based Learning (PBL) with interactive media could address these difficulties, making trigonometry more accessible and stimulating for learners.

Keywords — *Education, Problem Based Learning, Interactive Media Learning*