

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *VISUAL*
NOVEL UNTUK MENINGKATKAN MINAT BELAJAR MATEMATIKA
SISWA KELAS VII**

Oleh

I Gede Ogi Surya Satwika, NIM 2213011072

Program Studi S1 Pendidikan Matematika

ABSTRAK

Media pembelajaran berbasis *visual novel* merupakan media digital yang menyajikan materi melalui alur cerita, dialog, dan visualisasi. Media ini dikembangkan untuk menunjang pembelajaran matematika sekaligus meningkatkan minat belajar siswa pada materi segi empat dan segitiga. Penelitian ini bertujuan untuk mengetahui karakteristik media pembelajaran berbasis *visual novel* untuk meningkatkan minat belajar matematika serta mengetahui tingkat validitas, kepraktisan, dan efektivitas media dalam meningkatkan minat belajar matematika. Proses pengembangan menggunakan model DDD-E yang meliputi tahap *Decide, Design, Develop, dan Evaluate*. Media yang dikembangkan diberi nama Geoterra dan dirancang dengan memadukan cerita, visual, percabangan alur, serta evaluasi pembelajaran. Materi disajikan melalui dialog dan visualisasi sehingga membantu siswa memahami konsep jenis dan luas bangun datar secara lebih menarik. Subjek penelitian ini adalah siswa kelas VII.3 di SMP Laboratorium Undiksha Singaraja. Instrumen minat belajar telah melalui uji validitas dan reliabilitas. Hasil penelitian menunjukkan bahwa media memiliki karakteristik berupa penyajian materi melalui cerita interaktif dengan percabangan alur, visualisasi materi, dan evaluasi berbentuk permainan yang berorientasi pada peningkatan minat belajar matematika. Hasil uji validitas menunjukkan rerata skor validitas materi sebesar 5 dan media sebesar 4,93 dengan kategori sangat tinggi. Kepraktisan ditunjukkan oleh persentase skor angket respon guru 94% dan siswa 85% dengan kategori sangat praktis. Uji efektivitas dengan uji t berpasangan memperoleh nilai Sig. < 0,001 yang menunjukkan adanya perbedaan minat belajar sebelum dan sesudah penggunaan media, sehingga media efektif dalam meningkatkan minat belajar matematika. Nilai rerata N-Gain sebesar 0,67 menunjukkan peningkatan minat belajar matematika berada pada kategori sedang.

Kata kunci: *Visual Novel*, Media Pembelajaran, Segi empat dan Segitiga, Minat Belajar Matematika.

**DEVELOPMENT OF VISUAL NOVEL-BASED LEARNING MATERIALS
TO ENHANCE MATHEMATICS LEARNING INTEREST AMONG
SEVENTH-GRADE STUDENTS**

By

I Gede Ogi Surya Satwika, NIM 2213011072

Undergraduate Program in Mathematics Education

ABSTRACT

Visual novel-based learning media is a digital medium that presents content through storylines, dialogue, and visualizations. This medium was developed to support mathematics learning while increasing students' interest in learning about quadrilaterals and triangles. This study aims to identify the characteristics of visual novel-based learning media for enhancing interest in mathematics learning, as well as to determine the level of validity, practicality, and effectiveness of the medium in enhancing interest in mathematics learning. The development process utilized the DDD-E model, which includes the Decide, Design, Develop, and Evaluate stages. The developed media is named Geoterra and was designed by integrating storytelling, visuals, branching narratives, and learning assessments. The material is presented through dialogues and visualizations, thereby helping students understand the concepts of types and areas of two-dimensional shapes in a more engaging manner. The subjects of this study were students in class VII.3 at SMP Laboratorium Undiksha Singaraja. The learning interest instrument had undergone validity and reliability testing. The results of the study showed that the media had characteristics such as the presentation of material through interactive stories with branching paths, visualization of material, and game-based assessments oriented toward increasing interest in learning mathematics. The validity test results showed an average validity score of 5 for the material and 4.93 for the media, both falling into the "very high" category. Practicality was indicated by a response rate of 94% for teachers and 85% for students, both falling into the "very practical" category. The effectiveness test using a paired t-test yielded a Sig. value < 0.001 , indicating a difference in learning interest before and after the use of the media, thus demonstrating that the media is effective in increasing interest in learning mathematics. The average N-Gain value of 0.67 indicates that the increase in interest in learning mathematics falls into the moderate category.

Keywords: *Visual Novel, Educational Media, Quadrilaterals and Triangles, Interest in Learning Mathematics.*