

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
DISCOVERY LEARNING PADA MATA PELAJARAN INFORMATIKA
MATERI SISTEM KOMPUTER KELAS VII DI SMP NEGERI 4 SINGARAJA**

Oleh

Zohratul Aolia, NIM 2115051083

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas teknik dan Kejuruan

Email: Zohratul@undiksha.ac.id

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran informatika materi sistem komputer kelas VII di SMP Negeri 4 Singaraja serta untuk mengetahui respon guru dan siswa terhadap penggunaan media pembelajaran interaktif yang dikembangkan. Jenis penelitian yang digunakan adalah *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE (*Analze, Design, Development, Implementation, Evaluation*). Adapun subjek penelitian ini yakni Siswa kelas VII SMP Negeri 4 Singaraja yang berjumlah 38 orang. Berdasarkan hasil penilain yang dilakukan oleh ahli isi, ahli media dan ahli desain pembelajaran, media pembelajaran interaktif yang dikembangkan memperoleh nilai rata-rata sebesar 1,00 yang termasuk dalam kategori sangat valid. Hasil untuk uji efektivitas dengan menggunakan perhitungan *N-Gain* memperoleh nilai 0,75 yang termasuk dalam kategori efektif. Adapun hasil respon siswa menunjukkan nilai rata-rata sebesar 67,5 yang termasuk dalam kategori sangat praktis sedangkan hasil analisis respon guru memperoleh nilai rata-rata sebesar 45 yang juga termasuk dalam kategori sangat praktis.

Kata Kunci: Pengembangan, Media Pembelajaran Interaktif, *Discovery Learning*, Informatika, Sistem Komputer

***DEVELOPMENT OF DISCOVERY LEARNING-BASED
INTERACTIVE LEARNING MEDIA IN THE SUBJECT OF
INFORMATICS COMPUTER SYSTEM MATERIAL CLASS VII AT
SMP NEGERI 4 SINGARAJA***

By

Zohratul Aolia, NIM 2115051083

Study Program of Informatics Education

Department of Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Email: Zohratul@undiksha.ac.id

ABSTRACT

This research aims to produce interactive learning media based on discovery learning in the subject of informatics of computer system material grade VII at SMP Negeri 4 Singaraja and to find out the response of teachers and students to the use of interactive learning media developed. The type of research used is Research and Development (R&D) using the ADDIE (Analze, Design, Development, Implementation, Evaluation) development model. The subjects of this study are grade VII students of SMP Negeri 4 Singaraja which totals 38 people. Based on the results of the analysis carried out by content experts, media experts and learning design experts, the interactive learning media developed obtained an average score of 1.00 which is included in the very valid category. The results for the effectiveness test using the N-Gain calculation obtained a value of 0.75 which is included in the effective category. The results of the students' responses showed an average score of 67.5 which was included in the very practical category while the results of the analysis of the teacher's response obtained an average score of 45 which was also included in the very practical category.

Keywords: Development, Interactive Learning Media, Discovery Learning, Informatics, Computer Systems