

ABSTRAK

Putra, Ryan Ardiansyah (2026), *Pengembangan Media Interaktif Online Berbasis Masalah Untuk Meningkatkan Sikap Religiusitas Dan Prestasi Belajar Siswa Smp Kajian Tilawati Al-Qur'an*. Tesis, Teknologi Pendidikan, Program Pasca Sarjana, Universitas Pendidikan Ganesha.

Tesis ini telah mendapatkan persetujuan dan pemeriksaan dari Pembimbing I: Prof. Dr. I Wayan Santyasa, M.Si. dan Pembimbing II: Prof.Dr. I Made Tegeh, S.Pd., M.Pd.

Kata kunci: Media Pembelajaran, Interaktif, Tilawati Al-Qur'an, Berbasis Masalah, Prestasi Belajar, sikap religiusitas.Qur'an.

Penelitian ini bertujuan untuk mengembangkan dan mengimplementasikan media pembelajaran interaktif online berbasis masalah guna meningkatkan sikap religiusitas dan prestasi belajar siswa pada kajian Tilawati Al-Qur'an. Jenis penelitian yang digunakan adalah penelitian pengembangan (R&D) dengan model ADDIE yang meliputi tahap Analysis, Design, Development, Implementation, dan Evaluation. Subjek penelitian adalah siswa kelas VIII SMP Islamic School Harapan Mulia Denpasar. Instrumen pengumpulan data mencakup lembar validasi ahli, angket respon, serta tes berupa pre-test dan post-test yang dianalisis menggunakan teknik perhitungan N-Gain Score. Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan dinyatakan "Sangat Layak" oleh ahli materi dan ahli media. Implementasi media terbukti efektif meningkatkan prestasi belajar siswa dengan kenaikan nilai rata-rata dari 54 menjadi 90,5 (skor N-Gain 0,79 kategori "Tinggi"), serta efektif meningkatkan sikap religiusitas siswa dengan perolehan rata-rata sebesar 77%. Respon siswa terhadap penggunaan media juga menunjukkan kualifikasi sangat baik dengan persentase 91,2% pada uji perorangan dan 87,1% pada uji lapangan.

ABSTRACT

Putra, Ryan Ardiansyah (2026), *Development of Problem-Based Interactive Online Media to Enhance Religious Attitudes and Academic Achievement Among Junior High School Students Studying the Recitation of the Qur'an*. Thesis, Educational Technology, Postgraduate Program, Ganesha University of Education

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Keywords: Learning Media, Interactive, Qur'an Recitation, Problem-Based, Academic Achievement, Religious Attitudes, Qur'an.

This study aims to develop and implement problem-based interactive online learning media to enhance students' religious attitudes and academic achievement in the study of Tilawati Al-Qur'an. The research design used is a research and development (R&D) study employing the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The research subjects were eighth-grade students at Harapan Mulia Islamic Junior High School in Denpasar. The data collection instruments included an expert validation sheet, a response questionnaire, and pre- and post-tests, which were analyzed using the N-Gain Score calculation technique. The results of the study showed that the learning media developed were rated as "Highly Appropriate" by subject matter experts and media experts. The use of media proved effective in improving students' academic achievement, with average scores rising from 54 to 90.5 (an N-Gain score of 0.79, classified as "High"), and in enhancing students' religious attitudes, with an average score of 77%. Student responses to the use of media also indicated an excellent rating, with a percentage of 91.2% in individual tests and 87.1% in field tests.