

**PENGEMBANGAN MEDIA PEMBELAJARAN
INTERAKTIF CANVA PADA MATERI EKOSISTEM BERORIENTASI
EDUCATION FOR SUSTAINABLE DEVELOPMENT (ESD) DI KELAS X
SMAN 2 SINGARAJA**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan rancang bangun media pembelajaran interaktif *canva* pada materi ekosistem berorientasi *Education for Sustainable Development (ESD)* di kelas X SMA, serta menganalisis validitas dan kepraktisannya. Jenis penelitian yang digunakan adalah *Research and Development (R&D)* dengan model pengembangan *ADDIE* yang dibatasi hingga tahap *development*, meliputi tahap *analyze*, *design*, dan *development*. Hasil penelitian menghasilkan rancang bangun media pembelajaran interaktif *canva* pada materi ekosistem berorientasi *ESD*, yang terdiri atas bagian pendahuluan, inti, dan penutup dengan mengintegrasikan aspek-aspek *ESD*. Hasil uji validitas menggunakan analisis korelasi *Product Moment (Pearson)* menunjukkan nilai koefisien korelasi (*r*) sebesar 0,644 (kategori tinggi) dan 0,819 (kategori sangat tinggi) untuk aspek materi, serta nilai *r* sebesar 0,828 (kategori sangat tinggi) dan 0,792 (kategori tinggi) untuk aspek media, dengan nilai $p < 0.05$ pada seluruh aspek sehingga media dinyatakan valid. Hasil uji kepraktisan menunjukkan persentase sebesar 93,8% berdasarkan penilaian pendidik dan 91% berdasarkan penilaian murid, yang keduanya berada pada kategori sangat praktis. Berdasarkan penelitian tersebut, media pembelajaran interaktif *canva* pada materi ekosistem berorientasi *Education for Sustainable Development (ESD)* dinyatakan valid dan sangat praktis digunakan sebagai media pembelajaran di kelas X SMA.

Kata kunci: *ADDIE*, *Canva*, *Education for Sustainable Development*, Ekosistem, Media Pembelajaran Interaktif.

**DEVELOPMENT OF INTERACTIVE CANVA LEARNING MEDIA ON THE
TOPIC OF ECOSYSTEMS WITH A FOCUS ON EDUCATION FOR
SUSTAINABLE DEVELOPMENT (ESD) IN THE 10TH GRADE AT SMAN 2
SINGARAJA**

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ABSTRACT

This study aims to develop an interactive canva learning media design on ecosystem topics oriented toward Education for Sustainable Development (ESD) for 10th-grade high school students, as well as to analyze its validity and practicality. The type of research used is Research and Development (R&D) employing the ADDIE development model, limited to the development stage, which includes the analyze, design, and development phases. The results of the study produced a design for interactive canva learning media on ecosystem material oriented toward ESD, consisting of an introduction, main content, and closing section, integrating ESD aspects. The result of the validity test using Product Moment (Pearson) correlation analysis showed correlation coefficients (r) of 0,644 (high category) and 0,819 (very high category) for the content aspect, as well as r values of 0.828 (very high category) and 0,792 (high category) for the media aspect, with $p < 0,05$ across all aspects, indicating that the media is valid. The practicality test showed percentages of 93,8% based on teachers' assessment and 91% based on students' assessment, both in the very practical category. Based on this study, the Canva interactive learning medium for ecosystem content oriented toward Education for Sustainable Development (ESD) is deemed valid and highly practical for use as a learning medium in 10th-grade high school classes.

Keywords: ADDIE, Canva, Education for Sustainable Development, Ecosystem, Interactive Learning Media.