

**PENGEMBANGAN KIPATI BERBASIS *PROBLEM BASED LEARNING*
DI KELAS VII SMPN 14 DENPASAR**

Oleh

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ABSTRAK

Penelitian ini memiliki tujuan yaitu untuk mengembangkan konten interaktif berbasis *problem based learning* pada materi segiempat dan segitiga dengan menggunakan *software Articulate Storyline 3* serta mengetahui respon pendidik dan peserta didik di SMPN 14 Denpasar terhadap pengembangan konten interaktif. Jenis penelitian ini adalah *Research & Development (R&D)* dengan menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan untuk siswa kelas VII sebanyak 30 orang dan seorang guru mata pelajaran matematika di SMPN 14 Denpasar. Dalam penelitian ini memakai beberapa instrumen angket untuk memperoleh data yaitu angket validasi ahli, angket uji perorangan, angket uji kelompok kecil, angket uji lapangan, angket respon guru, dan angket respon peserta didik. Hasil dari uji kevalidan konten pembelajaran interaktif diperoleh dari uji ahli isi serta uji ahli desain dan media memperoleh rata-rata sebesar 1,00 dengan kriteria sangat valid. Untuk efektivitas konten pembelajaran interaktif berdasarkan perolehan nilai N-Gain sebesar 0,8 dengan kriteria efektif. Untuk kepraktisan konten pembelajaran interaktif berdasarkan respon guru dan peserta didik memperoleh nilai sebesar 45 dan 67,8 dengan kriteria sangat positif. Kesimpulan dari penelitian ini yaitu konten pembelajaran interaktif yang dikembangkan memenuhi kriteria kualitas produk yaitu valid, efektif, dan praktis.

Kata Kunci : Konten Interaktif, Segiempat dan Segitiga, *Problem Based Learning*

**DEVELOPMENT OF KIPATI BASED ON PROBLEM BASED LEARNING
IN CLASS VII SMPN 14 DENPASAR**

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ABSTRACT

This research has a goal, namely to develop interactive content based on problem based learning on the material of rectangles and triangles using the software Articulate Storyline 3 and to find out the response of educators and students at SMPN 14 Denpasar to the development of interactive content. This type of research is Research & Development (R&D) using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). This research was conducted for 30 grade VII students and a mathematics teacher at SMPN 14 Denpasar. In this study, several questionnaire instruments were used to obtain data, namely expert validation questionnaires, individual test questionnaires, small group test questionnaires, field test questionnaires, teacher response questionnaires, and student response questionnaires. The results of the interactive learning content validity test were obtained from the content expert test and the design and media expert test obtained an average of 1.00 with very valid criteria. For the effectiveness of interactive learning content based on the acquisition of an N-Gain value of 0.8 with effective criteria. For the practicality of interactive learning content based on teacher and student responses, the scores were 45 and 67.8 with very positive criteria. The conclusion of this study is that the interactive learning content developed meets the product quality criteria, namely valid, effective, and practical.

Keywords: Interactive Content, Squares and Triangles, Problem Based Learning