ABSTRAK

Lasni Roha Tampubolon, NIM 4182141013 (2023). Pengembangan Media Pembelajaran Audiovisual Berbasis Aplikasi Canva pada Sub materi Vertebrata untuk Siswa Kelas X MIA 6 SMA Negeri 13 Medan

Penelitian ini bertujuan untuk menghasilkan media pembelajaran audiovisual dengan aplikasi *canva* pada submateri Vertebrata berdasarkan ahli materi, ahli media serta respon guru dan siswa. Selain itu, untuk mengetahui efektivitas media pembelajaran audiovisual dengan aplikasi *canva* dalam meningkatkan hasil belajar peserta didik. Subjek dalam penelitian ini adalah dosen ahli materi, ahli media, guru bidang studi biologi SMA Negeri 13 Medan , dan peserta didik kelas X MIA 6 berjumlah 18 orang. Jenis penelitian yang digunakan adalah *Research and Development (R&D)* menggunakan model ADDIE. Instrumen yang digunakan dalam penelitian ini terdiri dari angket validasi ahli materi, ahli media, angket respon guru serta siswa. Tes yang digunakan adalah ketuntasan hasil belajar klasikal (*post-test only*) dalam bentuk pilihan ganda sebanyak 30 soal untuk mengukur hasil belajar peserta didik. Berdasarkan hasil penelitian diperoleh hasil validasi ahli materi yaitu kategori sangat layak, hasil validasi ahli media yaitu kategori sangat layak, kemudian hasil penilaian respon guru bidang studi yaitu kategori sangat layak, dan hasil penilaian respon peserta didik yaitu kategori sangat layak. Sehingga berdasarkan hasil validasi tersebut media pembelajaran audiovisual dengan aplikasi Canva pada submateri Vertebrata layak/baik digunakan dalam proses pembelajaran. Media pembelajaran audiovisual dengan aplikasi Canva pada submateri Vertebrata yang dirancang sangat efektif untuk meningkatkan hasil belajar peserta didik dengan persentase keseluruhan ketuntasan belajar klasikal siswa termasuk dalam kategori sangat layak.

Kata Kunci : *Media pembelajaran, Vertebrata, Audiovisual, dan Canva*

ABSTRACT

Lasni Roha Tampubolon, NIM 4182141013 (2023). The Development of Audiovisual Learning Media Based on Canva Application in Vertebrate Submaterials for Class X MIA 6 Students of SMA Negeri 13 Medan

This study aims to produce audiovisual learning media with Canva applications in Vertebrate submaterials based on material experts, media experts as well as teacher and student responses. In addition, to find out the effectiveness of audiovisual learning media with the Canva application to improve student learning outcomes. The subjects in this study were material expert lecturer, media expert lecturer , biology teacher from SMA Negeri 13 Medan, and 18 students from class X MIA 6 from SMA Negeri 13 Medan . The type of research used is Research and Development (R&D) using the ADDIE model. The instruments used in this study consisted of validation questionnaires for material experts, media experts, teacher response questionnaires and student response questionnaires. The test used is the completion of classical learning outcomes (post-test only) in the form of multiple choice as many as 30 questions to measure student learning outcomes. Based on the results of the study, the results of the material expert validation were very feasible category, the results of the media expert validation were very feasible category, then the results of the study teacher's response assessment were very feasible category, and the results of the student response assessment were very feasible category. So based on the results of the validation, audiovisual learning media with the Canva application on the Vertebrate submaterial is feasible/good for use in the learning process. Audiovisual learning media with the Canva application on the Vertebrate submaterial which is designed to be very effective for improving student learning outcomes with the overall percentage of students' classical learning completeness included in the very feasible category.

Keywords : Learning media, Vertebrate, Audiovisual, and Canva application