

ABSTRAK

Rizka Kusumadewi Saputri: Pengembangan Media Pembelajaran Interaktif Berbasis Scientific Approach Pada Mata Pelajaran Simulasi Digital Kelas X di SMK SWASTA PAB 6 MEDAN ESTATE. Skripsi. Program Studi Pendidikan Teknologi Informatika dan Komputer. Universitas Negeri Medan. 2023.

Penelitian ini dilakukan dengan tujuan untuk mengembangkan tingkat kelayakan dan tingkat efektivitas media pembelajaran berbasis *Scientific Approach* pada mata pelajaran Simulasi Digital. Penelitian ini dilaksanakan di SMK Swasta PAB 6 Medan Estate, kelas X TKRO dan TBSM dengan jumlah subjek penelitian 40 orang. Uji kelayakan produk dilakukan dengan menggunakan instrumen angket yang diberikan kepada 2 ahli materi, 2 ahli media, serta 20 pengguna. Sedangkan uji efektivitas dilakukan dengan melihat perbandingan nilai antara hasil belajar Kelas Eksperimen dan Kelas Kontrol. Hasil penelitian menunjukkan bahwa media pembelajaran interaktif berbasis *Scientific Approach* pada mata pelajaran Simulasi Digital yang dirancang memiliki tingkat kelayakan “Sangat Layak”, dengan nilai rata-rata domain materi 4,61 (Sangat Layak) dan nilai rata-rata domain media 4,38 (Sangat Layak), serta mendapat nilai rata-rata 4,60 (Akseptansi Tinggi) pada tingkat akseptansi atau domain pengguna. Uji efektivitas produk dilakukan dengan uji eksperimen. Hasil uji eksperimen pada Kelas Eksperimen dari 20 siswa mendapat nilai rata-rata 87,25 dan hasil eksperimen pada Kelas Kontrol dari 20 siswa mendapat nilai rata-rata 62,25. Hasil uji t menunjukkan bahwa nilai $t_{hitung} > t_{tabel}$ yaitu 12,18 > 1,729, sehingga disimpulkan bahwa hasil belajar Kelas eksperimen lebih tinggi dengan media pembelajaran interaktif berbasis *scientific approach* dibandingkan Kelas kontrol.

Kata Kunci: Media Pembelajaran Interaktif, *Scientific Approach*, Simulasi Digital.



ABSTRACT

Rizka Kusumadewi Saputri: Development of Interactive Learning Media Based on Scientific Approach in Class X Digital Simulation Subject at SMK SWASTA PAB 6 MEDAN ESTATE. Thesis. Information Technology and Computer Education Study Program. Medan State University. 2023.

This research was conducted with the aim of developing the level of feasibility and level of effectiveness of Scientific Approach-based learning media in Digital Simulation subjects. This research was conducted at PAB 6 Medan Estate Private Vocational School, class X TKRO and TBSM with a total of 40 research subjects. The product feasibility test was carried out using a questionnaire instrument which was given to 2 material experts, 2 media experts, and 20 users. While the effectiveness test is carried out by looking at the comparison of scores between the learning outcomes of the Experiment Class and the Control Class. The results showed that interactive learning media based on Scientific Approach on Digital Simulation subjects were designed to have a "Very Eligible" feasibility level, with an average value of the material domain of 4.61 (Very Eligible) and an average value of the media domain of 4.38 (Very Eligible), and got an average value of 4.60 (High Acceptance) at the level of acceptability or user domain. Product effectiveness test is done by experimental test. The experimental test results in the Experiment Class of 20 students got an average score of 87.25 and the experimental results in the Control Class of 20 students got an average score of 62.25. The results of the t test show that the value of $t_{\text{count}} > t_{\text{(table)}}$ is $12.18 > 1.729$, so it is concluded that the learning outcomes of the experimental class are higher with scientific approach-based interactive learning media compared to the control class.

Keywords: Interactive Learning Media, Scientific Approach, Digital Simulation.

