ABSTRAK

Rendy Louis Simarmata, NIM 4193141032 (2023), Pengembangan Media Pembelajaran Interaktif Menggunakan *Lectora Inspire* Pada Materi Keanekaragaman Hayati Di SMA PAB 8 Saentis.

Penelitian pengembangan ini dilakukan untuk menghasilkan media pembelajaran interaktif dengan bantuan platform *lectora inspire* pada materi keanekaragaman hayati. Desain penelitian yang digunakan adalah jenis penelitian dan pengembangan yang diadaptasi dari model pengembangan 4D (*define, design, development,* dan *disseminate*) dari Thiagarajan dan disebarkan secara terbatas untuk melihat keefektifan media pembelajaran pada hasil belajar siswa. Subjek dalam penelitian ini adalah 1 ahli materi, 1 ahli pembelajaran, 3 ahli media, 1 guru bidang studi biologi, dan 28 orang peserta didik kelas X-4 SMA PAB 8 Saentis. Teknik pengumpulan data dilakukan dengan instrumen berupa lembar validasi dan lembar/tanggapan respon. Hasil penelitian menunjukan bahwa pengembangan media pembelajaran interaktif dengan bantuan *lectora inspire* pada materi keanekaragaman hayati memperoleh kriteria "Sangat Layak" berdasarkan penilaian ahli materi, ahli pembelajaran, maupun ahli desain. Media pembelajaran interaktif dengan bantuan platform *lectora inspire* pada materi keanekaragaman hayati memperoleh kriteria sangat layak dan termasuk kategori positif berdasarkan respon peserta didik. Berdasarkan keefektifan hasil belajar peserta didik kelas X-4 SMA PAB 8 Saentis melalui uji N-Gain setelah menggunakan media pembelajaran dalam pembelajaran dikategorikan sedang dan produk media pembelajaran dinyatakan "layak" digunakan.

Kata Kunci: Pengembangan, *Lectora Inspire,* Keanekaragaman Hayati.

ABSTRACT

Rendy Louis Simarmata, NIM 4193141032 (2023), Development of Interactive Learning Media Using Lectora Inspire on Biodiversity Material at SMA PAB 8 Saentis.

This research development was carried out to produce interactive learning media with the help of the lectora inspire platform on biodiversity material. The research design used is a type of research and development adapted from the 4D development model (define, design, development, and disseminate) from Thiagarajan and disseminated in a limited manner to see the effectiveness of learning media on student learning outcomes. The subjects in this study were 1 material expert, 1 learning expert, 3 media experts, 1 teacher in the field of biology studies, and 28 students of grade X-4 SMA PAB 8 Saentis. Data collection techniques are carried out with instruments in the form of validation sheets and response sheets / responses. The results showed that the development of interactive learning media with the help of lectora inspire on biodiversity material obtained the criteria of "Very Feasible" based on the assessment of material experts, learning experts, and design assistants. Interactive learning media. The results showed that the development of interactive learning media with the help of lectora inspire on biodiversity material obtained the criteria of "Very Feasible" based on the assessment of material experts, learning experts, and design assistants. Interactive learning media with the help of the lectora inspire platform on biodiversity material obtained very feasible criteria and included positive categories based on student responses. Based on the effectiveness of the learning outcomes of students in grade X-4 SMA PAB 8 Saentis through the N-Gain test after using learning media in learning categorized as medium and learning media products declared "feasible" for use.

Keywords: Development, Lectora Inspire, Biodiversity