

## ABSTRACT

**DEBBY LATIFAH SIMATUPANG. Development of Interactive Media Based on Contextual Teaching and Learning Models in Computer System Learning Class X TKJ at SMK Muhammadiyah 11 Sibuluan. Thesis. Medan: Postgraduate Program, Universitas Negeri Medan, 2023.**

This research is background by the low student learning outcomes and the need to develop learning media in learning computer systems. The purpose of this study was to produce appropriate and effective interactive media based on contextual teaching and learning models in improving student learning outcomes at SMK Muhammadiyah 11 Sibuluan. The type of research used is the ADDIE development model (Analyze, Design, Development, Implementation and Evaluation). The research instruments used were teacher and student observation sheets, material expert validation questionnaires, media experts, design experts and student response questionnaires. This study also uses quantitative data analysis techniques (data on the feasibility and effectiveness questionnaire assessment) and qualitative data (observation data and documentation). Product validation results show a score percentage of 85.88% for material expert validation, 89.41% for media expert validation, 86.25% for design expert validation and 96.25% for student responses. The results of the normality and homogeneity tests show that the research data has been declared normal and homogeneous. The results of the hypothesis test show that the value of t count is 1.84 and the value of t table is 1.66, where  $t \text{ count} > t \text{ table}$ . The results of this study indicate that interactive media based on contextual teaching and learning models are effective in improving student learning outcomes at SMK Muhammadiyah 11 Sibuluan.

Keywords: Interactive Media, Learning Outcomes, Computer Systems.



## ABSTRAK

**DEBBY LATIFAH SIMATUPANG. Pengembangan Media Interaktif Berbasis *Contextual Teaching And Learning* Pada Pembelajaran Sistem Komputer Kelas X TKJ di SMK Muhammadiyah 11 Sibuluan.** Tesis. Medan: Program Pascasarjana Universitas Negeri Medan, 2023.

Penelitian ini dilatar belakangi oleh rendahnya hasil belajar siswa dan perlunya pengembangan media pembelajaran pada pembelajaran sistem komputer. Tujuan penelitian ini adalah untuk menghasilkan media interaktif berbasis model pembelajaran *contextual teaching and learning* yang layak dan efektif dalam meningkatkan hasil belajar siswa di SMK Muhammadiyah 11 Sibuluan. Jenis penelitian yang digunakan adalah model pengembangan *ADDIE* (*Analyze, Design, Development, Implementasi dan Evaluation*). Adapun instrumen penelitian yang digunakan yaitu berupa lembar observasi guru dan siswa, angket validasi ahli materi, ahli media, ahli desain dan angket tanggapan siswa. Penelitian ini juga menggunakan teknik analisis data kuantitatif (data penilaian angket kelayakan dan efektifitas produk) dan data kualitatif (data observasi dan dokumentasi). Hasil validasi produk menunjukkan persentase skor sebesar 85,88% untuk validasi ahli materi, 89,41% untuk validasi ahli media, 86,25% untuk validasi ahli desain dan 96,25% untuk hasil tanggapan siswa. Hasil uji normalitas dan homogenitas menunjukkan bahwa data penelitian telah dinyatakan normal dan homogen. Hasil uji hipotesis menunjukkan perolehan nilai  $t_{hitung}$  yaitu 1,84 dan nilai  $t_{tabel}$  yaitu 1,66, dimana  $t_{hitung} > t_{tabel}$ . Perolehan hasil penelitian ini menunjukkan bahwa media interaktif berbasis model pembelajaran *contextual teaching and learning* ini efektif dalam meningkatkan hasil belajar siswa di SMK Muhammadiyah 11 Sibuluan.

Kata Kunci: Media Interaktif, Hasil Belajar, Sistem Komputer.

