

ABSTRAK

Novi Puspita, NIM 4201131002 (2024), Pengembangan Media Smart Apps Creator Terintegrasi Model Pembelajaran Discovery Learning pada Materi Laju Reaksi

Perkembangan abad 21 menuntut pendidik agar mampu menguasai teknologi guna menciptakan pembelajaran yang lebih menarik. Salah satu teknologi yang dimanfaatkan yaitu aplikasi *Smart Apps Creator*. Hal ini disebabkan, aplikasi tersebut dapat dirancang tanpa memerlukan keahlian pemrograman khusus. Penelitian dilakukan di salah satu SMA Negeri kota Medan. Jenis penelitian yaitu penelitian kualitatif, menggunakan metode *Research and Development (R&D)* dengan model 4-D (*Define, Design, Development, and Dissemination*) yang bertujuan mengetahui proses pembuatan media dan mengukur tingkat kelayakan media. Subjek dalam penelitian ini terdiri dari 2 ahli media, guru, dan 36 siswa kelas XI MIA 1. Teknik pengumpulan data yang digunakan diantaranya lembar observasi dan wawancara, angket ahli media, angket respon guru dan siswa yang dianalisis menggunakan deskriptif persentase. Hasil penelitian diperoleh kriteria “sangat layak/valid” dari ahli media dengan besar persentase yaitu 97%. Sedangkan hasil respon guru diperoleh kriteria “sangat praktis” dengan besar persentase yaitu 91% dan hasil respon siswa sebagai uji coba kelompok kecil diperoleh kriteria “praktis” dengan persentase 80%. Melalui data tersebut menunjukkan bahwa media *Smart Apps Creator* terintegrasi model pembelajaran *Discovery Learning* sangat layak dan praktis digunakan sebagai media pembelajaran pada materi laju reaksi.

Kata Kunci : Media pembelajaran, Smart Apps Creator, Discovery Learning, Laju reaksi

ABSTRACT

Novi Puspita, NIM 4201131002 (2024), Development of Smart Apps Creator Media Integrated Discovery Learning Learning Model on Reaction Rate Material

Developments in the 21st century require educators to be able to master technology in order to create more interesting learning. One of the technologies used is the Smart Apps Creator application. This is because the application can be designed without requiring special programming skills. The research was conducted at one of the state high schools in the city of Medan. The type of research is qualitative research, using the Research and Development (R&D) method with the 4-D model (Define, Design, Development, and Dissemination) which aims to understand the media creation process and measure the level of media suitability. The subjects in this research consisted of 2 media experts, teachers, and 36 students of class XI MIA 1. Data collection techniques used included observation and interview sheets, media expert questionnaires, teacher and student response questionnaires which were analyzed using descriptive percentages. The research results obtained "very feasible/valid" criteria from media experts with a percentage of 97%. Meanwhile, the results of the teacher's response obtained a "very practical" criterion with a large percentage of 91% and the results of student responses as a small group trial obtained a "practical" criterion with a percentage of 80%. This data shows that the Smart Apps Creator media integrated with the Discovery Learning learning model is very feasible and practical to use as a learning media on reaction rate material.

KEYWORDS

Learning media, Smart Apps Creator, Discovery Learning, Reaction rate.