ABSTRAK

FADLIATI HARNA. NIM. 8226122002. Pengembangan Media Pembelajaran Interaktif berbasis *Problem Based Learning* menggunakan *Linktree* untuk meningkatkan hasil Belajar Sejarah. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan, 2024.

Penelitian ini menghasilkan produk pengembangan media pembelajaran interaktif berbasis *Problem Based Learning* menggunakan *Linktree* yang memiliki tujuan guna menguji aspek kelayakan, kepraktisan, dan keefektifan dari media pembelajaran interaktif berbasis *Problem Based Learning* menggunakan *Linktree* untuk meningkatkan hasil belajar Sejarah dikelas XI Man 2 Model Medan. Adapun prosedur pengembangan yang digunakan dalam penelitian adalah model pengembangan ADDIE, yang terdiri (1) Analysis (2) Design (3) Development (4) Implementation, dan (5) Evaluation. Hasil penelitian menunjukkan: (1) Uji validasi ahli materi dalam media yang dikembangkan termasuk ke dalam kategori sangat layak dengan perolehan skor 93,75%. (2) Uji validasi ahli media termasuk ke dalam kategori sangat layak dengan perolehan skor 95%. (3) Dan uji validasi ahli desain pembelajaran termasuk ke dalam kategori sangat layak dengan perolehan skor 100%. (4) Uji Kepratisan dengan perolehan skor 94,64. (5) Uji coba perorangan masuk ke dalam kriteria sangat layak dengan perolehan skor 83,92%. (6) Uji coba kelompok kecil termasuk pada kriteria sangat layak dengan perolehan skor 89,83%. (7) Uji coba lapangan termasuk ke dalam kriteria sangat layak dengan perolehan skor 94,06%, dengan hasil rata-rata keseluruhan dari kategori responden sebesar 93,02%. Kemudian Hasil percobaan penggunaan media pembelajaran interaktif berbasis *Problem Based Learning* menggunakan Linktree pada kelas eksperimen mendapatkan rata-rata hasil belajar 89,9. Sedangkan penggunaan media pembelajaran interaktif dengan *Cooperative Learning Jigsaw* menggunakan Linktree pada kelas kontrol mendapatkan nilai rata-rata 83,8. Berdasarkan uji independen T-test diperoleh Uji efektivitas menunjukkan nilai Sig. (2-tailed) 0,000 berada $< 0,05$ dapat diartikan mengalami signifikan. Berdasarkan hasil tersebut, maka dapat disimpulkan bahwa media pembelajaran interaktif berbasis *Problem Based Learning* menggunakan Linktree efektif digunakan untuk meningkatkan hasil belajar sejarah. Selanjutnya berdasarkan perhitungan N-Gain diperoleh hasil sebesar 60,96 dalam kategori cukup efektif.

Kata Kunci: *Linktree*, *Problem Based Learning*, Hasil Belajar Sejarah

ABSTRACT

FADLIATI HARNA. NIM. 8226122002. *Development of Interactive Learning Media based on Problem Based Learning using Linktree to improve History Learning outcomes*. **Thesis. Medan:** *Postgraduate Program*, **Universitas Negeri Medan. 2024.**

This research produces the product of developing interactive learning media based on Problem Based Learning using Linktree which aims to test aspects of the feasibility, practicality and effectiveness of interactive learning media based on Problem Based Learning using Linktree to improve History learning outcomes in class XI Man 2 Medan Model. The development procedure used in the research is the ADDIE development model, which consists of (1) Analysis (2) Design (3) Development (4) Implementation, and (5) Evaluation. The research results show: (1) The material expert validation test in the media developed is included in the very feasible category with a score of 93.75%. (2) The media expert validation test is included in the very feasible category with a score of 95%. (3) And the learning design expert validation test is included in the very feasible category with a score of 100%. (4) Practicality Test with a score of 9 4.64. (5) Individual trials fall into the very feasible criteria with a score of 83.92%. (6) The small group trial included very feasible criteria with a score of 89.83%. (7) The field trial was included in the very feasible criteria with a score of 94.06%, with an overall average result for the respondent category of 93.02%. Then the results of the experiment using interactive learning media based on Problem Based Learning using Linktree in the experimental class obtained an average learning outcome of 89.9. Meanwhile, the use of interactive learning media with Cooperative Learning Jigsaw using Linktree in the control class got an average score of 83.8. Based on the independent T-test test, the effectiveness test showed a Sig value. (2-tailed) 0.000 is <0.05 which means it is significant. Based on these results, it can be concluded that Linktree-based interactive learning media with a Problem Based Learning model approach is effectively used to improve history learning outcomes. Furthermore, based on the N-Gain calculation, a result of 60.96 was obtained in the quite effective category.

Keywords: *Linktree*, *Problem Based Learning*, *History Learning Outcomes*