

ABSTRAK

PUTRI IRENE AURORA. Pengembangan Media *Flashcard* Berbasis Aplikasi Canva Pada Siswa Kelas IV SDN 104231 Batang Kuis. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2024.

Penelitian ini dilaksanakan dengan tujuan untuk mengetahui tingkat kelayakan, praktikalitas, dan keefektifan dari Media *Flashcard* berbasis aplikasi Canva. Jenis penelitian ini adalah R&D dengan model pengembangan ADDIE. Subjek penelitian ini adalah 32 orang yang terdiri dari 14 siswa laki-laki dan 18 siswa perempuan. Teknik pengumpulan data dalam penelitian ini terdiri atas observasi, wawancara, angket, dan tes. Adapun instrumen yang digunakan dalam penelitian ini meliputi instrumen wawancara, instrumen ahli (angket, tes, media, dan materi), instrumen praktikalitas (angket respon guru), dan tes hasil belajar siswa. Teknik analisis data yang digunakan dalam penelitian ini adalah data kualitatif dan data kuantitatif. Hasil penelitian menunjukkan hasil kelayakan produk mendapatkan persentase 74% dan termasuk kategori layak. Hasil praktikalitas produk mendapatkan persentase 74% dan termasuk kategori sangat praktis. Hasil efektifitas produk memperoleh hasil 0,38 dan termasuk kategori efektif. Dapat disimpulkan bahwa Media *Flashcard* berbasis aplikasi Canva dinyatakan layak, praktis, dan efektif digunakan dalam pembelajaran.

Kata Kunci: *Flashcard*, Canva, R&D

ABSTRACT

PUTRI IRENE AURORA. Development of Flashcard Media Based on the Canva Application for Class IV Students at SDN 104231 Batang Quiz. Skripsi. Medan: Faculty of Education. Universitas Negeri Medan. 2024.

This research was carried out with the aim of determining the level of feasibility, practicality and effectiveness of Flashcard Media based on the Canva application. This type of research is R&D with the ADDIE development model. The subjects of this research were 32 people consisting of 14 male students and 18 female students. Data collection techniques in this research consisted of observation, interviews, questionnaires and tests. The instruments used in this research include interview instruments, expert instruments (questionnaires, tests, media and materials), practicality instruments (teacher response questionnaires), and student learning outcome tests. The data analysis techniques used in this research are qualitative data and quantitative data. The research results showed that the product feasibility results were 74% and included in the feasible category. The product practicality results obtained a percentage of 74% and were included in the very practical category. The product effectiveness results were 0.38 and included in the effective category. It can be concluded that Flashcard Media based on the Canva application is deemed feasible, practical and effective for use in learning.

Keywords: Flashcard, Canva, R&D