ABSTRAK

Diki Audina. NIM. 8226122001. Pengembangan Media Pembelajaran Interaktif Berbasis *Problem Based Learning* pada Mata Pelajaran Geografi. Tesis. Program Studi Teknologi Pendidikan Pascasarjana Universitas Negeri Medan, 2024.

Tujuan Penelitian ini adalah untuk menghasilkan media pembelajaran interaktif berbasis model *problem based learning* yang layak, praktis dan efektif dalam meningkatkan hasil belajar peserta didik pada mata pelajaran geografi. Jenis penelitian yang digunakan adalah model pengembangan ADDIE yang meliputi (1) *Analysis,* (2) *Design,* (3) *Development,* (4) *Implementation,* (5) *Evaluation.* Instrumen yang digunakan dalam penelitian ini adalah lembar observasi kebutuhan belajar, lembar validasi materi, media, dan desain, lembar tanggapan guru dan peserta didik, lembar tes hasil belajar. Hasil penelitian menunjukan: (1) uji validasi materi memperoleh skor rata-rata 95% katagori sangat layak, (2) uji validasi media memperoleh skor rata-rata 89% katagori sangat layak, (3) uji validasi desain memperoleh skor 100% katagori sangat layak, (4) uji coba perorangan memperoleh skor 86 % dan kelompok kecil memperoleh skor 86% katagori sangat layak, (5) uji coba lapangan memperoleh skor 91% katagori sangat layak, dengan hasil rata-rata keseluruhan dari katagori responden sebesar 93%. Selanjutnya, hasil percobaan penggunaan media pembelajaran interaktif berbasis *problem based learning* pada kelas eksperimen memperoleh rata-rata hasil belajar 84,17, sedangkan pada kelas kontrol yang menggunakan media video dan buku cetak memperoleh rata-rata hasil belajar 79,50. Hasil uji normalitas dan homogenitas menunjukkan bahwa data penelitian telah dinyatakan normal dan homogen. Hasil uji *Indepentent samples t* menunjukkan $t_{hitung} = 2,381$ dan $t_{tabel} = 2,002$ dengan taraf signifikan $\alpha = 0,05$ sehingga $t_{hitung} > t_{tabel}$. Dapat diartikan bahwa H_0 ditolak dan H_1 diterima yang berarti bahwa produk media pembelajaran interaktif berbasis *problem based learning* yang dikembangkan efektif untuk digunakan dalam meningkatkan hasil belajar peserta didik pada mata pelajaran geografi. Maka media pembelajaran interaktif berbasis *problem based learning* layak, praktis, efektif untuk meningkatkan hasil belajar peserta didik pada mata pelajaran geografi kelas X SMA Swasta Maitreyawira Deli Serdang.

Kata Kunci: Media Interaktif, *Problem Based Learning,* Geografi

ABSTRACT

Diki Audina. Student ID: 8226122001. Development of Interactive Learning Media Based on Problem Based Learning in Geography Subject. Thesis. Postgraduate Educational Technology Program of Universitas Negeri Medan, 2024.

The objective of this research is to produce interactive learning media based on the problem based learning model that is suitable, practical, and effective in enhancing students' learning outcomes in geography. The research utilized the ADDIE development model, comprising (1) Analysis, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. The instruments used in this study included observation sheets for learning needs, validation sheets for content, media, and design, feedback sheets from teachers and students, and learning outcome assessment sheets. The research findings indicate: (1) material validation scored an average of 95%, categorized as very suitable; (2) media validation scored an average of 89%, categorized as very suitable; (3) design validation scored 100%, categorized as very suitable; (4) individual trial scored 86% and small group trial scored 86%, both categorized as very suitable; (5) field trial scored 91%, categorized as very suitable, with an overall average respondent category of 93%. Furthermore, the experimental use of interactive problem based learning media in the experimental class resulted in an average learning outcome of 84.17, whereas the control class, which used video and printed book media, achieved an average learning outcome of 79.50. Normality and homogeneity tests showed that the research data were normally distributed and homogenous. Independent samples t_{test} resulted in $t_{\text{value}} = 2.381$ and critical $t_{\text{value}} = 2.002$ at significance level $\alpha = 0.05$, indicating that $t_{\text{value}} >$ critical t-value. Thus, the null hypothesis (H_0) is rejected and the alternative hypothesis (H_1) is accepted, meaning that the developed interactive problem based learning media product is effective in enhancing students' learning outcomes in geography. Therefore, the interactive problem based learning media is deemed suitable, practical, and effective for improving students' learning outcomes in geography for grade X at Maitreyawira Private High School, Deli Serdang.

Keywords: Interactive Media, Problem Based Learning, Geography