

ABSTRAK

Sania Lestari Putri, NIM 5201151006 (2025). Pengembangan Media Pembelajaran Interaktif Pada Mata Logika dan Teknik Digital Berbasis Website.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif pada mata pelajaran logika dan teknik digital berbasis *website*, juga bertujuan untuk mengembangkan, menilai kelayakan, serta menguji akseptabilitas dan efektivitas media pembelajaran pada mata pelajaran logika dan teknik digital. Penelitian ini dilakukan pada siswa kelas X PPLG 1 di SMK PAB 2 Helvetia. Prosedur penelitian mengikuti model ADDIE (*Analysis, Design, Development, Implementation and Evaluation*). Pengujian media pembelajaran mencakup penilaian kelayakan materi dan media, kegunaan, serta efektivitasnya. Hasil uji kelayakan menunjukkan media ini layak digunakan dengan 4,52 untuk kelayakan materi dan 4,44 untuk kelayakan media. Akseptabilitas oleh peserta didik memperoleh skor 4,65 yang dikategorikan sangat tinggi. Pengujian efektivitas dilakukan melalui *pre-test* dan *post-test* pada kelas X PPLG 1, menghasilkan nilai N-Gain sebesar 0,6 yang dikategorikan sedang. Secara persentase (%), skor N-Gain sebesar 60% tergolong cukup efektif. Oleh karena itu, dapat dikatakan bahwa penggunaan media dalam proses pembelajaran dipandang sangat layak dan cukup efektif digunakan.

Kata Kunci: Media Pembelajaran, Website, Logika dan Teknik Digital

ABSTRACT

Sania Lestari Putri, NIM 5201151006 (2025). *Development of Interactive Learning Media for Logic and Digital Techniques Subject Based on Website.*

This study aims to develop an interactive learning media for the subject of Logic and Digital Techniques based on a website. It also aims to develop, assess the feasibility, and test the acceptability and effectiveness of the learning media for the subject. The research was conducted on Grade X PPLG 1 students at SMK PAB 2 Helvetia. The research procedure follows the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The testing of the learning media includes feasibility assessments of the material and media, usability, and effectiveness. The feasibility test results indicate that this media is suitable for use, with a score of 4.52 for material feasibility and 4.44 for media feasibility. The acceptability test by students obtained a score of 4.65, which is categorized as very high. The effectiveness test was conducted through pre-test and post-test in Grade X PPLG 1, yielding an N-Gain score of 0.6, which is categorized as moderate. In percentage terms (%), the N-Gain score of 60% is considered moderately effective. Therefore, it can be concluded that the use of this media in the learning process is deemed highly feasible and moderately effective.

Keyword: *Learning Media, Website, Logic and Digital Techniques*

