

ABSTRAK

Putri Sonia Br Simarmata, NIM 8236171006 (2025). Pengembangan Media Pembelajaran *Flipbook* Berbasis Model Pembelajaran *Problem Based Learning* Untuk Meningkatkan Kemampuan Literasi Matematis dan Motivasi Belajar Peserta Didik Pada Materi Teorema Pythagoras Kelas VIII di SMP Negeri 40 Medan.

Berdasarkan hasil observasi awal di SMP Negeri 40 Medan, bahwa terdapat guru yang belum memaksimalkan perancangan, pengembangan, dan pemanfaatan media pembelajaran khususnya media *flipbook* yang belum pernah diterapkan. Serta kemampuan literasi matematis dan motivasi belajar peserta didik yang masih rendah. Penelitian ini bertujuan untuk (1) menghasilkan media *flipbook* berbasis model pembelajaran *Problem Based Learning* yang valid, praktis dan efektif, (2) menganalisis peningkatan kemampuan literasi matematis serta (3) menganalisis peningkatan motivasi belajar peserta didik menggunakan media *flipbook* berbasis *Problem Based Learning*. Penelitian ini menggunakan model *ADDIE*. Penelitian ini melibatkan peserta didik kelas VIII SMP Negeri 40 Medan. Instrumen yang digunakan dalam pengembangan media *flipbook* berupa Modul Ajar, LKPD, Tes Kemampuan Literasi Matematis dan Angket Motivasi Belajar Peserta Didik. Adapun hasil penelitian ialah bahwa media *flipbook* memenuhi kriteria valid dengan skor 4,69, kemudian media *flipbook* dilakukan uji coba untuk mendapatkan media yang praktis dan efektif sehingga memenuhi kriteria praktis dengan skor 88,95, dan media *flipbook* memenuhi kriteria efektif dengan skor 87,79. Peningkatan kemampuan literasi matematis yang diukur dari *N-gain* terhadap uji coba pengembangan yang dilakukan mengukur sebanyak dua kali terhadap *pretest* dengan *posttest* I dengan rata-rata *N-gain* sebesar 0,33 dalam kategori sedang, kemudian terhadap *posttest* I dan *posttest* II dengan rata-rata *N-gain* sebesar 0,73 dengan kategori tinggi. Selanjutnya peningkatan terhadap motivasi belajar peserta didik dengan mengukur terhadap *pretest* dan *posttest* dengan rata-rata *N-gain* sebesar 0,6 dalam kategori sedang. Berdasarkan hasil *N-gain* tersebut dinyatakan bahwasanya media *flipbook* berbasis model pembelajaran *Problem Based Learning* mampu meningkatkan kemampuan literasi matematis dan motivasi belajar peserta didik SMP Negeri 40 Medan.

Kata Kunci : *Flipbook*, *Problem Based Learning*, Kemampuan Literasi Matematis

ABSTRACT

Putri Sonia Br Simarmata, NIM 8236171006 (2025). Development of Flipbook Learning Media Based on Problem-Based Learning Model to Improve Students' Mathematical Literacy and Learning Motivation in the Pythagorean Theorem for Grade VIII at SMP Negeri 40 Medan.

Based on the results of initial observations at SMP Negeri 40 Medan, there are teachers who have not maximized the design, development, and utilization of learning media, especially flipbook media that has never been implemented. As well as the mathematical literacy skills and learning motivation of students are still low. This study aims to (1) produce flipbook media based on the *Problem Based Learning* learning model that is valid, practical and effective, (2) analyze the improvement of mathematical literacy skills and (3) analyze the improvement of student learning motivation using flipbook media based on *Problem Based Learning*. This study uses the ADDIE model. This study involved class VIII students of SMP Negeri 40 Medan. The instruments used in the development of flipbook media are Teaching Modules, LKPD, Mathematical Literacy Ability Tests and Student Learning Motivation Questionnaires. The results of the study are that the flipbook media meets the valid criteria with a score of 4.69, then the flipbook media was tested to obtain practical and effective media so that it meets the practical criteria with a score of 88.95, and the flipbook media meets the effective criteria with a score of 87.79. The increase in mathematical literacy skills measured by N-gain on the development trial conducted twice against pretest with posttest I with an average N-gain of 0.33 in the medium category, then against posttest I and posttest II with an average N-gain of 0.73 in the high category. Furthermore, the increase in students' learning motivation by measuring the pretest and posttest with an average N-gain of 0.6 in the medium category. Based on the N-gain results, it is stated that flipbook media based on the *Problem Based Learning* learning model is able to improve students' mathematical literacy skills and learning motivation at SMP Negeri 40 Medan.

Keywords: *Flipbook, Problem Based Learning, Mathematical Literacy Skill*