

ABSTRAK

Leny Nauliana Barus. NIM. 8236121003. Pengembangan Media Pembelajaran Interaktif Berbantuan Genially untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Siswa di SMP Negeri 2 Satu Atap Patumbak. Program Studi Teknologi Pendidikan, Program Pascasarjana Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk mengembangkan dan menganalisis kelayakan, kepraktisan, serta keefektifan suatu Media Pembelajaran Interaktif Berbantuan Genially untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Siswa di SMP Negeri 2 Satu Atap Patumbak. Permasalahan utama yang diidentifikasi adalah rendahnya kemampuan pemecahan masalah siswa. Kemudian, keterbatasan waktu tatap muka serta minimnya media digital membuatnya sulit memberikan pembelajaran yang berpusat pada siswa. Akibatnya, kesempatan siswa untuk mengeksplorasi dan memecahkan masalah secara mandiri menjadi terbatas. Sehingga dikembangkanlah media pembelajaran Interaktif Berbantuan Genially dengan menggunakan model PBL (*Problem Based learning*). Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE (Analysis, Design, Development, Implementation, Evaluation). Teknik pengumpulan data dilakukan melalui observasi, wawancara, angket, dan tes. Hasil uji kelayakan menunjukkan bahwa media pembelajaran interaktif berbantuan Genially termasuk dalam kategori “sangat valid” untuk digunakan dalam pembelajaran matematika materi bangun ruang sisi datar. Hasil angket menunjukkan bahwa guru memberikan persentase kepraktisan sebesar 84%, sedangkan siswa memberikan persentase sebesar 81%, keduanya termasuk dalam kategori “Praktis”. Sementara itu, Efektivitas media dilihat dari hasil uji-t serta peningkatan hasil pretest dan posttest pada kelas eksperimen I (menggunakan media Genially) dan kelas eksperimen II (menggunakan media konvensional). Hasil analisis menunjukkan bahwa nilai rata-rata posttest kelas eksperimen I lebih tinggi dibandingkan kelas eksperimen II, dan hasil uji-t menunjukkan $t_{hitung} (2,55) > t_{tabel} (2,05)$, sehingga H_1 diterima. Hal ini membuktikan bahwa penggunaan media pembelajaran interaktif berbantuan Genially berpengaruh signifikan terhadap peningkatan kemampuan pemecahan masalah. Hasil penelitian ini menunjukkan bahwa pengembangan media pembelajaran interaktif berbantuan Genially dapat menjawab kebutuhan pembelajaran abad ke-21 di SMP Negeri 2 Satu Atap Patumbak. Media ini dinilai layak digunakan untuk meningkatkan kemampuan pemecahan masalah.

Kata kunci: Media Pembelajaran Interaktif, Genially, Bangun Ruang sisi datar, kemampuan pemecahan masalah, Problem Based Learning.

ABSTRACT

Leny Nauliana Barus. NIM. 8236121003. *Development of Genially-Assisted Interactive Learning Media to Improve Students' Mathematical Problem-Solving Skills at SMP Negeri 2 Satu Atap Patumbak. Educational Technology Study Program, Postgraduate Program, Universitas Negeri Medan, 2025.*

This research aims to develop and analyze the feasibility, practicality, and effectiveness of Genially-Assisted Interactive Learning Media to Improve Students' Mathematical Problem-Solving Skills at SMP Negeri 2 Satu Atap Patumbak. The main problem identified was students' low problem-solving skills. Furthermore, limited face-to-face time and the lack of digital media made it difficult to provide student-centered learning. As a result, students' opportunities to explore and solve problems independently were limited. Therefore, Genially-Assisted Interactive Learning media was developed using the Problem-Based Learning (PBL) model. This study uses the Research and Development (R&D) method with the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. Data collection techniques are carried out through observation, interviews, questionnaires, and tests. The results of the feasibility test show that interactive learning media assisted by Genially is included in the "very valid" category for use in learning mathematics on flat-sided solid material. The results of the questionnaire show that teachers give a practicality percentage of 84%, while students give a percentage of 81%, both are included in the "Practical" category. Meanwhile, the effectiveness of the media is seen from the results of the t-test and the increase in pretest and posttest results in experimental class I (using Genially media) and experimental class II (using conventional media). The results of the analysis show that the average posttest score of experimental class I is higher than that of experimental class II, and the results of the t-test show $t_{\text{count}}(2,55) > t_{\text{table}}(2,05)$, so H_1 is accepted. This proves that the use of interactive learning media assisted by Genially has a significant effect on improving problem-solving abilities. The results of this study indicate that the development of interactive learning media assisted by Genially can meet the needs of 21st-century learning at SMP Negeri 2 Satu Atap Patunbak. This media is deemed suitable for use in improving problem-solving skills.

Keywords: *Interactive Learning Media, Genially, Planar-Sided Space, Problem-Solving Skills, Problem Based Learning.*