ABSTRAK

Delsa Mahmudah, NIM 4223141020 (2026). Pengembangan Media Pembelajaran Interaktif Berbasis Canva Pada Materi Virus Di Kelas X MIPA SMA Negeri 1 Labuhan Deli.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis Canva pada materi virus serta mengetahui tingkat kelayakan, kepraktisan, dan keefektifannya dalam meningkatkan hasil belajar siswa, mengingat materi virus bersifat belum kontekstual dan sulit dipahami oleh siswa. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Penelitian dilaksanakan di SMA Negeri 1 Labuhan Deli pada siswa kelas X. Subjek penelitian terdiri atas ahli materi, ahli media, ahli pembelajaran, guru Biologi, dan siswa kelas X. Teknik pengumpulan data dilakukan melalui wawancara, angket, dan tes hasil belajar berupa *pretest* dan *posttest*. Data dianalisis secara deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa media pembelajaran interaktif berbasis Canva pada materi virus berada pada kategori sangat layak berdasarkan penilaian ahli serta memperoleh respons sangat baik dari guru dan siswa. Media pembelajaran yang dikembangkan efektif meningkatkan hasil belajar siswa, ditunjukkan oleh peningkatan nilai rata-rata dari pretest sebesar 65,21 menjadi posttest sebesar 92,79 atau mengalami peningkatan sekitar 42%, dengan nilai N-Gain sebesar 0,79 yang termasuk dalam kategori tinggi. Dengan demikian, media pembelajaran interaktif berbasis Canva efektif sebagai media pembelajaran yang mendukung proses pembelajaran Biologi di SMA.

Kata Kunci: *Media pembelajaran interaktif, Canva, virus, penelitian pengembangan, Biologi*.

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ABSTRACT

Delsa Mahmudah, Student ID 4223141020 (2026). Development of Canva-Based Interactive Learning Media on Virus Material for Grade X MIPA Students at SMA Negeri 1 Labuhan Deli.

This study aims to develop interactive learning media based on Canva for the topic of viruses and to determine its feasibility, practicality, and effectiveness in improving students' learning outcomes, considering that virus material is abstract and often difficult for students to understand. This research employed a development research design using the ADDIE model, which consists of analysis, design, development, implementation, and evaluation stages. The study was conducted at SMA Negeri 1 Labuhan Deli involving tenth-grade students. The research subjects included material experts, media experts, learning experts, a Biology teacher, and tenth-grade students. Data were collected through interviews, questionnaires, and learning outcome tests in the form of pretests and posttests. The data were analyzed using descriptive qualitative and quantitative approaches. The results indicate that the Canva-based interactive learning media on virus material is categorized as highly feasible, based on expert validation, and it received very positive responses from both teachers and students. The developed media was also proven effective in improving students' learning outcomes, as reflected by the increase in the average score from 65.21 in the pretest to 92.79 in the posttest, representing an improvement of approximately 42%, with an N-Gain score of 0.79 categorized as high. Therefore, Canva-based interactive learning media can be effectively utilized to support the teaching and learning process in Biology at the senior high school level.

Keywords: *Interactive learning media, Canva, virus, research and development, Biology.*

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