ABSTRAK

ALDINO. Pengembangan *Podcast* Interaktif Berbasis QR Code Spotify Pada Pelajaran Bahasa Indonesia di Kelas VI SD Negeri 167643 Kota Tebing Tinggi T.A 2025/2026. Skripsi. Medan. Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengembangkan media *podcast* interaktif Panglima Denai berbasis QR Code Spotify guna mendukung pembelajaran keterampilan menyimak bahasa Indonesia pada siswa kelas VI SD Negeri 167643 Kota Tebing Tinggi. Latar belakang penelitian ini didasarkan pada rendahnya minat dan keterlibatan siswa dalam pembelajaran menyimak serta terbatasnya penggunaan media pembelajaran berbasis teknologi yang menarik dan mudah diakses. Oleh karena itu, diperlukan inovasi media yang interaktif, praktis, dan sesuai dengan perkembangan digital. Penelitian ini menggunakan metode *research and development* (R&D) dengan model pengembangan 4-D *(Define, Design, Develop, Disseminate)*. Teknik pengumpulan data dilakukan melalui observasi, wawancara, serta angket validasi ahli dan angket respon pengguna yang melibatkan 36 siswa dan guru kelas VI. Hasil penelitian menunjukkan bahwa media *podcast* interaktif Panglima Denai berbasis QR Code Spotify dinyatakan layak, dengan persentase validasi ahli materi sebesar 82,81% (layak) dan ahli media sebesar 86,11% (sangat layak). Hasil uji praktikalitas menunjukkan respon siswa sebesar 82,18% (layak) dan respon guru sebesar 87,50% (sangat layak), dengan rata-rata sebesar 84,84% (layak). Hasil analisis kualitatif menunjukkan bahwa media ini bermanfaat, mudah digunakan, serta mampu meningkatkan keterlibatan dan antusiasme siswa dalam pembelajaran menyimak. Dengan demikian, media yang dikembangkan terbukti layak dan praktis digunakan sebagai media pembelajaran keterampilan menyimak bahasa Indonesia di sekolah dasar.

Kata Kunci : *Podcast Interaktif*, *QR Code Spotify*, Pelajaran Bahasa Indonesia.

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ABSTRACT

ALDINO. Development of an Interactive *Podcast* Based on Spotify QR Codes in Indonesian Language Learning for Sixth Grade Students at SD Negeri 167643 Tebing Tinggi City, Academic Year 2025/2026. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This study aims to develop an interactive *podcast* media titled Panglima Denai based on QR Code Spotify to support listening skills learning in Indonesian language for sixth-grade students at SD Negeri 167643 Tebing Tinggi. The background of this study is based on the low level of students' interest and engagement in listening activities, as well as the limited use of technology-based learning media that are engaging and easily accessible. Therefore, an innovative, practical, and digitally relevant learning media is needed. This study employed a research and development (R&D) method using the 4-D model (Define, Design, Develop, Disseminate). Data collection techniques included observation, interviews, expert validation questionnaires, and user response questionnaires involving 36 students and a sixth-grade teacher. The results showed that the developed interactive *podcast* media is feasible, with a material expert validation score of 82.81% (feasible) and a media expert validation score of 86.11% (very feasible). The practicality test results indicated that student responses reached 82.18% (feasible) and teacher responses reached 87.50% (very feasible), with an overall average of 84.84% (feasible).Qualitative analysis revealed that the media is beneficial, easy to use, and able to enhance students' engagement and enthusiasm in listening activities. Thus, the developed interactive *podcast* media is considered feasible and practical to be used as a learning medium for teaching listening skills in elementary schools.

Keywords: Interactive Podcast, QR Code Spotify, Indonesia Language

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