

ABSTRAK

Risky Hikmi. Nim 8176142016. Pengembangan Bahan Ajar Berbasis Masalah Berbantuan Multimedia Interaktif *Lectora Inspire* Pada Materi Kesetimbangan Kimia. Tesis. Medan. Program Studi Pendidikan Kimia Pascasarjana Universitas Negeri Medan, 2020

Penelitian ini bertujuan untuk mengetahui: (1) tingkat kelayakan bahan ajar dan media yang digunakan di MAN 3 Langkat berdasarkan standart BSNP terintegrasi pembelajaran berbasis masalah; (2) kelayakan bahan ajar yang dikembangkan berdasarkan standart BSNP terintegrasi pembelajaran berbasis masalah; (3) kelayakan multimedia yang telah dikembangkan berdasarkan standart kelayakan multimedia interaktif; (4) hasil belajar siswa yang dibelajarkan dengan bahan ajar berbasis masalah berbantuan multimedia interaktif *lectora inspire*; (5) motivasi belajar siswa yang dibelajarkan dengan bahan ajar berbasis masalah berbantuan multimedia interaktif *lectora inspire*. Penelitian menggunakan metode R & D model ADDIE. Populasi penelitian seluruh siswa kelas XI MAN 3 Langkat. Sampel penelitian siswa kelas XI-IPA 1 dan IPA-2 yang berjumlah 35 siswa. Instrumen penelitian adalah (1) angket BSNP berbasis masalah; (2) angket multimedia interaktif; (3) tes hasil belajar siswa; dan (4) angket motivasi belajar siswa. Data dianalisis secara deskriptif dan Statistik uji-t satu pihak. Hasil penelitian menunjukkan bahwa: (1) Bahan ajar dan media yang digunakan di MAN 3 Langkat memiliki kategori layak namun pada kelayakan penyajian berbasis masalah masih kurang layak (2,27) sedangkan pada media kelayakan penyajian masih kurang layak (2,95); (2) Bahan ajar yang sudah dikembangkan memiliki kategori sangat layak yaitu kelayakan isi 3,82 kelayakan bahasa 3,8 kelayakan penyajian 3,82 dan kelayakan penyajian berbasis masalah 3,87; (3) Multimedia yang sudah dikembangkan memiliki kategori sangat layak yaitu kelayakan isi 3,69 dan kelayakan penyajian 3,86; (4) Rata-rata hasil belajar siswa yang dibelajarkan dengan bahan ajar berbasis masalah berbantuan multimedia interaktif *lectora inspire* yang telah dikembangkan lebih tinggi dari rata-rata hasil belajar siswa yang dibelajarkan dengan buku pegangan yang digunakan di sekolah berbantuan media *power point* ($82,00 > 77,14$) dengan kategori rata-rata hasil belajar diatas KKM; (5) Rata-rata motivasi belajar siswa yang dibelajarkan dengan bahan ajar berbasis masalah berbantuan multimedia interaktif *lectora inspire* yang telah dikembangkan lebih tinggi dari rata-rata motivasi belajar siswa yang dibelajarkan dengan buku pegangan yang digunakan di sekolah berbantuan media *power point* ($82,98 > 77,20$) dengan kategori termotivasi. Bahan ajar berbasis masalah yang dikembangkan telah layak dan dapat digunakan dalam proses pembelajaran.

Kata Kunci: *Bahan ajar, multimedia interaktif lectora inspire, hasil belajar, motivasi, kesetimbangan kimia*

ABSTRACT

Risky Hikmi. Nim 8176142016. Development of Lectora Inspire Interactive Multimedia Assisted Problem Based Learning on Chemical Equilibrium Materials. Thesis. Medan. Chemistry Education Studies Program, Posgraduate School of University of, 2020

This study aims to determine: (1) the feasibility of teaching materials and media used in MAN 3 Langkat based on the standard BSNP integrated problem-based learning; (2) the feasibility of teaching materials developed based on the standard BSNP integrated problem-based learning; (3) the feasibility of multimedia that has been developed based on the standard of interactive multimedia feasibility, (4) student learning outcomes that are taught with problem-based instructional materials assisted by interactive multimedia lectora inspire, (5) student learning motivation that is taught with problem-based teaching materials interactive multimedia-assisted lectora inspire. The research used the ADDIE model R&D method. The study population was all students of class XI MAN 3 Langkat. The research sample of students in class XI-IPA-1 and IPA-2 totaling 35 students. The research instruments were (1) questionnaire based on problem-based BSNP, (2) interactive multimedia questionnaire, (3) student learning outcomes test, and (4) student learning motivation questionnaire. Data were analyzed descriptively and one-party t-test statistics. The results showed that: (1) Teaching materials and media used at MAN 3 Langkat has a decent category but the feasibility of problem-based presentation is still not feasible (2.27) while in the media the eligibility of the presenter is still not feasible (2.95); (2) The teaching material that has been developed has a very feasible category, namely the feasibility of the contents, 3.82, the feasibility of the language, 3.8, the feasibility of the presentation, 3.82 and the feasibility of the problem-based presentation, 3.87; (3) Multimedia that has been developed has a very decent category, namely the feasibility of the contents of 3.69 and the feasibility of presenting 3.86; (4) The average student learning outcomes taught with problem-based teaching materials assisted by interactive multimedia lectora inspire that have been developed are higher than the average student learning outcomes taught by handbooks used in schools assisted by power point media ($82.00 > 77,14$) with an average category of learning outcomes above the KKM; (5) The average learning motivation of students who are taught with problem-based teaching materials assisted by interactive multimedia lectora inspire that has been developed is higher than the average student learning motivation that is taught with handbooks used in schools assisted by power point media ($82.98 > 77,20$) with motivated categories. Problem based teaching materials developed are feasible and can be used in the learning process.

Keywords: Teaching materials, interactive multimedia lectora inspire, learning outcomes, motivation, chemical equilibrium.