

ABSTRAK

Indira Lukman. Motivasi dan Hasil Belajar Siswa SMA/MA Melalui Model *Problem Based Learning* Berbasis Inovasi Media Pembelajaran Interaktif Menggunakan *Lectora Inspire*. Tesis. Medan. Program Studi Pendidikan Kimia, Pascasarjana Universitas Negeri Medan, 2023.

Penelitian ini bertujuan untuk: (1) mengetahui tingkat kelayakan media pembelajaran *lectora inspire* materi kelarutan dan hasil kali kelarutan yang dikembangkan berdasarkan standart BSNP terintegrasi media interaktif; (2) mengetahui hasil belajar siswa melalui model PBL berbasis media pembelajaran interaktif menggunakan *lectora inspire* lebih tinggi daripada pembelajaran melalui model PBL menggunakan media *powerpoint* pada pokok bahasan kelarutan dan hasil kali kelarutan; (3) mengetahui motivasi belajar siswa melalui model PBL berbasis media pembelajaran interaktif menggunakan *lectora inspire* lebih tinggi daripada pembelajaran melalui model PBL menggunakan media *powerpoint* pada pokok bahasan kelarutan dan hasil kali kelarutan; dan (4) mengetahui korelasi antara motivasi belajar dan hasil belajar. Jenis penelitian ini menggunakan metode R & D (*Development Research*) dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Populasi dalam penelitian ini adalah seluruh siswa kelas XI MAN 2 Model Medan. Sampel penelitian terdiri dari dua kelas yaitu kelas MIA 5 dan MIA 7 yang masing-masing berjumlah 30 siswa, sehingga total sampling adalah 60 siswa. Instrumen penelitian adalah angket BSNP terintegrasi media interaktif, tes objektif hasil belajar siswa yang valid dan reliabel, dan lembar angket motivasi belajar siswa. Teknik analisis data dengan metode deskriptif dan statistik menggunakan uji *independent sample t-test* pada data yang berdistribusi normal dan homogen. Hasil penelitian menunjukkan bahwa: (1) media pembelajaran *lectora inspire* yang dikembangkan memiliki nilai aspek kelayakan isi sebesar 3,8 dan aspek penyajian sebesar 3,9 dengan kategori sangat layak; (2) hasil belajar siswa melalui model PBL berbasis media pembelajaran interaktif menggunakan *lectora inspire* lebih tinggi daripada pembelajaran melalui model PBL menggunakan media *powerpoint* pada pokok bahasan kelarutan dan hasil kali kelarutan dengan nilai sig. (0,001); (3) motivasi belajar siswa melalui model PBL berbasis media pembelajaran interaktif menggunakan *lectora inspire* lebih tinggi daripada pembelajaran melalui model PBL menggunakan media *powerpoint* pada pokok bahasan kelarutan dan hasil kali kelarutan dengan nilai sig. (0,000); dan (4) terdapat korelasi yang signifikan antara motivasi belajar dan hasil belajar dengan nilai sig. (0,006) yang menggunakan media *powerpoint* dan nilai sig. (0,001) yang menggunakan media *lectora inspire*.

Kata kunci: *media pembelajaran interaktif, lectora inspire, problem based learning, hasil belajar, motivasi belajar.*

ABSTRACT

Indira Lukman. Motivation and Learning Outcomes of SMA/MA Students Through Problem Based Learning Models Based on Interactive Learning Media Innovation Using Lectora Inspire. Thesis. Medan. Chemistry Education Study Program, Medan State University Postgraduate, 2023.

This study aims to: (1) determine the feasibility level of the lectora inspire learning media the materials of solubility and solubility product developed based on the BSNP standard integrated of interactive media; (2) knowing student learning outcomes through PBL model based on interactive learning media using lectora inspire is higher than learning through PBL model using powerpoint media on the subject of solubility and solubility product; (3) knowing students' learning motivation through PBL model based on interactive learning media using lectora inspire is higher than learning through PBL model using powerpoint media on the subject of solubility and solubility product; and (4) knowing the correlation between learning motivation and learning outcomes. This type of research uses the R & D (Development Research) method with the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. The population in this study were all students of class XI MAN 2 Model Medan. The research sample consisted of two classes, namely MIA 5 and MIA 7, each of which to 30 students, so the total sampling was 60 students. The research instrument was an interactive media integrated BSNP questionnaire, a valid and reliable objective test of student learning outcomes, and a student learning motivation questionnaire. Data analysis technique with descriptive and statistical methods using independent sample t-test on data that was normally distributed and homogeneous. The results showed that: (1) the lectora inspire learning media developed had a content feasibility aspect value of 3.8 and a presentation aspect of 3.9 with a very feasible category; (2) student learning outcomes through the PBL model based on interactive learning media using lectora inspire are higher than learning through PBL model using powerpoint media on the subject of solubility and solubility product with sig values. (0.001); (3) students' learning motivation through PBL model based on interactive learning media using lectora inspire is higher than learning through PBL model using powerpoint media on the subject of solubility and solubility product with sig value. (0.000); and (4) there is a significant correlation between learning motivation and learning outcomes with sig. (0.006) which uses powerpoint media and sig. (0.001) which uses lectora inspire media.

Kata kunci: *interactive learning media, lectora inspire, problem based learning, learning outcomes, learning motivation.*