ABSTRAK

Aisah Queenela Br Pelawi, NIM 4193111029 (2023). Pengembangan Media Pembelajaran Interaktif Berbasis PBL Berbantuan *Website Canva* Untuk Meningkatkan Pemahaman Konsep Matematis Siswa.

Tujuan penelitian ini ialah untuk menghasilkan media pembelajaran interaktif berbasis PBL dengan bantuan *Website Canva* yang valid, praktis dan juga efektif untuk meningkatkan pemahaman konsep matematis siswa. Penelitian ini adalah penelitian dan pengemabangan (R&D) menggunakan model pengembangan ADDIE. Dengan subjek penelitian adalah siswa kelas VIII-3 SMP Negeri 7 Medan dan objek penelitiannya adalah media pembelajaran interaktif berbasis PBL berbantuan *Website Canva*. Penelitian ini menghasilkan media pembelajaran interaktif berbasis PBL berbantuan *Website Canva* untuk meningkatkan pemahaman konsep matematis siswa yang valid, praktis dan juga efektif. Berdasarkan: (1) penilaian kevalidan media yang telah valid dengan penilaian oleh ahli media mendapatkan persentase rata-rata sebesar 93% dan ahli materi sebesar 92%; (2) penilaian kepraktisan media yang telah praktis dengan hasil angket kepraktisan oleh guru sebesar 90% dan hasil angket kepraktisan oleh siswa sebesar 84%; (3) penilaian keefektifan media yang telah efektif berdasarkan tercapainya ketuntasan belajar yaitu sebesar 88,89%, tercapainya tujuan pembelajaran $\geq 75\%$, waktu pembelajaran menggunakan media pembelajaran tidak melebihi waktu pembelajaran biasa, respon siswa terhadap media pembelajaran yang positif dengan persentase 86%. Kemudian adanya peningkatan pemahaman konsep matematis siswa dengan mengacu pada perhitungan N-Gain yang menghasilkan nilai 0,45 yaitu tergolong "sedang".

Kata Kunci : Media Pembelajaran Interkatif, *Website Canva*, ADDIE

ABSTRACT

Aisah Queenela Br Pelawi, NIM 4193111029 (2023). Development of PBL-Based Interactive Learning Media Helped *Canva Website* For Improving Students' Understanding of Mathematical Concepts.

This study aims to produce PBL-based interactive learning media with the help of *Canva Website* which is valid, practical and also effective for increasing students' understanding of mathematical concepts. This research is research and development (R&D) using the ADDIE development model. The subject in this study were class VIII-3 SMP Negeri 7 Medan and the object in this study is PBL-based interactive learning media assited by the *Canva Website*. The results of this study is PBL-based interactive learning media assisted by *Canva Website* to improve students' understanding of mathematical concepts which are valid, practical and also effective. Based on: (1) an assessment of the validity of the media that has been valid with the criteria of "very valid" based on the results of validation by media expert which is equal to 93% and material expert which is equal to 92%; (2) an assessment of the practicality of the media that has been practical with the criteria of "very practical" based on the results of teacher's response questionnaire which is equal to 90% and the results of the student questionnaire which is equal to 84%; (3) an assessment of the effectivennes of the media that has been effective based on the achievement of learning completeness that is equal to 88,89%, the achievement of learning objectives is $\geq 75\%$, the learning time using learning media does not exceed ordinary learning, and the student's response to learning media is positive with a percentage 86%. Then there is an increase in student' understanding of mathematical concepts based on calculations N-Gain which produces a value of 0,45 so it is classified as moderate.

Keywords : Interactive Learning Media, *Canva Website,* ADDIE