

ABSTRAK

Nur Fidyati Ramadhan. NIM 4193311057 (2019). Pengembangan Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Siswa Kelas VII SMP Muhammadiyah 03 Medan.

Penelitian ini bertujuan untuk memperoleh Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* dengan kategori valid, praktis, dan efektif sehingga mampu meningkatkan kemampuan pemecahan masalah matematis peserta didik pada materi segi empat. Instrumen yang digunakan pada penelitian ini berupa lembar validasi RPP, LKPD, Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut*, tes kemampuan pemecahan masalah matematis, serta angket respon peserta didik dan guru terhadap Media Pembelajaran yang dikembangkan. Setelah seluruh instrumen, RPP, LKPD dan Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* dinyatakan valid oleh validator, kemudian dilakukan uji coba keterbacaan dan uji coba lapangan. Hasil penelitian menunjukkan bahwa: (1) Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* yang telah dikembangkan memenuhi kriteria kevalidan berdasarkan penilaian validator dengan skor rata-rata validitas RPP dan LKPD yaitu 3,76 dan 3,65 yang termasuk ke dalam kategori Sangat Valid, serta skor rata-rata validitas Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* adalah 3,78 untuk media dan 3,74 untuk materi dengan kategori Sangat Valid; (2) Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* yang dikembangkan telah memenuhi kriteria kepraktisan melalui: a) Hasil angket respon peserta didik terhadap Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* menunjukkan persentase kepraktisan 83% dengan kategori Sangat Praktis, b) Hasil angket respon guru terhadap Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* menunjukkan persentase kepraktisan 97,5% dengan kategori Sangat Praktis; (3) Proses jawaban peserta didik setelah menggunakan Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* memiliki peningkatan kemampuan pemecahan masalah matematis dalam menyelesaikan masalah yang berkaitan dengan segi empat sehingga dikategorikan efektif. Hal ini dilihat dari: a) Pencapaian ketuntasan belajar peserta didik secara klasikal mengalami peningkatan sebesar 94,28% peserta didik yang mengikuti pembelajaran mencapai nilai ≥ 75 , b) Tercapainya indikator/ketuntasan tujuan pembelajaran dimana rata-rata persentase ketuntasan belajar individual sebesar 85,47%, dan c) Waktu pembelajaran menggunakan Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut* sama dengan waktu pembelajaran biasa serta 83% dari total seluruh peserta didik merespon positif Media Pembelajaran Audio Visual berbantuan Aplikasi *CapCut*.

Kata Kunci: Media pembelajaran, *CapCut*, kemampuan pemecahan masalah matematis, segi empat

ABSTRACT

Nur Fidyati Ramadhan. NIM 4193311057 (2019). Development of Audio Visual Learning Media assisted by the *CapCut* Application to Improve Mathematical Problem Solving Ability for Class VII Students of SMP Muhammadiyah 03 Medan.

This study aims to obtain Audio Visual Learning Media assisted by the *CapCut* Application with valid, practical, and effective categories so as to be able to improve students' mathematical problem solving abilities in rectangular material. The instruments used in this study were lesson plans validation sheets, worksheets, Audio Visual Learning Media assisted by the *CapCut* Application, tests of mathematical problem solving skills, and questionnaires on student and teacher responses to the developed Learning Media. After all instruments, RPP, LKPD and Audio Visual Learning Media assisted by the *CapCut* Application are declared valid by the validator, readability trials and field trials are carried out. The results of the study show that: (1) Audio Visual Learning Media assisted by the *CapCut* Application that has been developed meets the validity criteria based on the validator's assessment with an average score of lesson plans and worksheets validity of 3.76 and 3.65 which are included in the Very Valid category, and the average score of the validity of the Audio Visual Learning Media assisted by the *CapCut* Application is 3.78 for media and 3.74 for material in the Very Valid category; (2) Audio Visual Learning Media assisted by the *CapCut* Application that has been developed has fulfilled the practical criteria through: a) The results of the student response questionnaire to the Audio Visual Learning Media assisted by the *CapCut* Application show a practical percentage of 83% in the Very Practical category, b) The results of the teacher's response questionnaire to Audio Visual Learning Media assisted by the *CapCut* Application shows a practical percentage of 97.5% in the Very Practical category; (3) The process of students' answers after using Audio Visual Learning Media assisted by the *CapCut* Application has an increase in mathematical problem solving abilities in solving problems related to rectangles so that it is categorized as effective. This can be seen from: a) The achievement of learning completeness of students classically has increased by 94.28% of students who take part in learning achieve a score of ≥ 75 , b) The achievement of indicators / completeness of learning objectives where the average percentage of individual learning completeness is 85, 47%, and c) The learning time using Audio Visual Learning Media assisted by the *CapCut* Application is the same as regular learning time and 83% of the total students respond positively to Audio Visual Learning Media assisted by the *CapCut* Application.

Keywords: Learning media, *CapCut*, mathematical problem solving ability, quadrilateral.