

ABSTRACT

Maydline Fransiska Marbun, IDN 4183131043 (2023). The Development of Interactive Learning Media based iSpring Application on Reaction Rate Material for Grade XI Senior High School.

Learning media is a physical tool that is used to convey learning material more straightly and attractively thereby the concept or material presented is precisely targeted and useful for students. Interactive learning media is more effective than conventional media. One of the interactive learning media that will be developed is iSpring Suite 10. This research aims to : (1) analyze student needs and learning media used in learning process; (2) determine the feasibility of interactive learning media based iSpring suite application; and (3) determine the students response towards the interactive learning media based iSpring suite application on the reaction rate material. This research was designed using Research and Development (R&D) method with applied 4D development model (Define, Design, Develop and Disseminate). Field trials were conducted on a small scale from a single class. The validators consist of 2 expert validators (lecturers) and 2 practitioner validators (teachers) by using validity instrument based on BSNP criteria. The results of the research on the development of iSpring learning media obtained an average level of validity equals to 4.82 (96.42 %) by material experts and 4.95 (99.07 %) by media experts with the very feasible category. And the total percentage of students' responses of iSpring interactive learning media got 91.33% which showed very good qualification.

Keywords : Development; Interactive Learning Media; Ispring Suite Application

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Media pembelajaran merupakan suatu alat fisik yang digunakan untuk menyampaikan materi pembelajaran dengan lebih lugas dan menarik sehingga konsep atau materi yang disajikan tepat sasaran dan bermanfaat bagi siswa. Media pembelajaran interaktif lebih efektif dibandingkan media pembelajaran konvensional. Salah satu media pembelajaran interaktif yang akan dikembangkan adalah iSpring Suite 10. Penelitian ini bertujuan untuk : (1) menganalisis kebutuhan siswa dan media pembelajaran yang digunakan dalam proses pembelajaran; (2) mengetahui kelayakan media pembelajaran interaktif berbasis aplikasi iSpring suite; dan (3) mengetahui respon siswa terhadap media pembelajaran interaktif berbasis aplikasi iSpring suite pada materi laju reaksi. Penelitian ini dirancang menggunakan metode Research and Development (R&D) dengan menerapkan model pengembangan 4D (Define, Design, Develop dan Disseminate). Uji coba lapangan dilakukan dalam skala kecil pada satu kelas. Validator terdiri dari 2 validator ahli (dosen) dan 2 validator praktisi (guru) dengan menggunakan instrumen validitas berdasarkan kriteria BSNP. Hasil penelitian pengembangan media pembelajaran iSpring diperoleh rata-rata tingkat kelayakan media iSpring suite 10 sebesar 4.82 (96.42%) oleh ahli materi dan 4.95 (99.07%) oleh ahli media dengan kategori sangat layak. Dan total persentase respon siswa terhadap media pembelajaran interaktif berbasis aplikasi iSpring diperoleh skor sebesar 91,33% yang menunjukkan kualifikasi sangat baik.

Kata Kunci : Pengembangan; Media Pembelajaran Interaktif; Aplikasi iSpring Suite