

## ABSTRAK

**Vira Maharani, NIM 4202431018 (2024). Pengembangan Media Pembelajaran Video Berbasis Aplikasi Canva Pada Materi Larutan Penyangga di SMA Budi Agung Medan.**

Penelitian ini bertujuan untuk : 1. Mengetahui kelayakan media pembelajaran video berbasis aplikasi canva terintegrasi model pembelajaran PBL, 2. Mengetahui kepraktisan media pembelajaran video bagi guru di SMA Budi Agung Medan, dan 3. Mengetahui bagaimana respon siswa kelas XI di SMA Budi Agung Medan terhadap media pembelajaran video yang telah dikembangkan. Metode penelitian yang digunakan ialah Research and Development (R&D), dan model pengembangan 4D digunakan untuk menguji efektivitas produk tersebut. Populasi dalam penelitian ini adalah seluruh kelas XI IPA di SMA Budi Agung Medan, dan sampel yang digunakan adalah sekitar 41 siswa kelas XI IPA kelas Ustman bin Affan. Hasil validasi ahli materi terhadap media pembelajaran video menghasilkan nilai persentase rata-rata sebesar 78% dengan kriteria cukup valid, sedangkan hasil validasi ahli media menghasilkan nilai persentase rata-rata sebesar 94% dengan kriteria sangat valid. Hasil uji kepraktisan oleh guru menghasilkan nilai persentase rata-rata sebesar 91% dengan kriteria sangat praktis. Hasil angket respon siswa terhadap media pembelajaran video menghasilkan nilai persentase rata-rata sebesar 84% dengan kriteria menarik.

**Kata Kunci :** Media Pembelajaran Video, Materi Larutan penyangga, Aplikasi Canva, Model Pembelajaran PBL, Research and Development (R&D).

## ABSTRACT

**Vira Maharani, IDN 4202431018 (2024). Development of Video Learning Media Based on the Canva Application on Buffer Solution Materials at SMA Budi Agung Medan.**

This research aims to : 1. Find out the feasibility of video learning media based on the Canva application integrated with the PBL learning model, 2. Find out the practicality of video learning media for teachers at Budi Agung High School Medan, and 3. Find out how class XI students at Budi Agung High School Medan respond to video learning media that has been developed. The research method used is Research and Development (R&D), and the 4D development model is used to test the effectiveness of the product. The population in this study was all class XI Science at SMA Budi Agung Medan, and the sample used was around 41 students from XI Science of Ustman bin Affan's class. The results of material expert validation of video learning media produced an average percentage value of 78% with quite valid criteria. In comparison, the results of media expert validation produced an average percentage value of 94% with very valid criteria. The results of the practicality test by the teacher produced an average percentage score of 91% with very practical criteria. The results of the student response questionnaire to video learning media produced an average percentage score of 84% with interesting criteria.

**Keywords :** Video Learning Media, Buffer Solution Material, Canva Application, PBL Learning Model, Research and Development (R&D).