

ABSTRAK

Putri Witia Larasati, NIM 4193341022 (2024). Pengembangan Video Interaktif Berbasis *Edpuzzle* Pada Materi Virus Untuk Meningkatkan Hasil Belajar Siswa Kelas X SMA Negeri 6 Medan.

Penelitian ini bertujuan untuk merancang dan menghasilkan video interaktif berbasis *edpuzzle* pada materi virus kelas X Untuk meningkatkan hasil belajar. Jenis penelitian ini adalah penelitian dan pengembangan (Research & Development) dengan model ADDIE (Analysis, Design, Development, Implementation, dan Evaluation). Subjek penelitian ini adalah 2 dosen validator ahli materi, 2 dosen validator ahli media, 1 dosen validator ahli desain, penilaian guru biologi, dan tanggapan siswa kelas X MIA 2 SMAN 6 Medan. Analisis data menggunakan analisis deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa pengembangan Kelayakan video interaktif berbasis *edpuzzle* pada materi virus kelas X SMAN 6 Medan yang telah dikembangkan berdasarkan validasi ahli desain memperoleh persentase penilaian 90% dengan kategori “sangat layak”. Kelayakan video interaktif berbasis *edpuzzle* pada materi virus kelas X SMAN 6 Medan yang telah dikembangkan berdasarkan validasi ahli media memperoleh persentase penilaian penilaian 85% dengan kategori “sangat layak”. Kelayakan video interaktif berbasis *edpuzzle* pada materi virus kelas X SMAN 6 Medan yang telah dikembangkan berdasarkan validasi ahli materi memperoleh persentase penilaian 85% dengan kategori “sangat layak”. Kelayakan video interaktif berbasis *edpuzzle* pada materi virus kelas X SMAN 6 Medan yang dikembangkan berdasarkan respon guru biologi memperoleh persentase penilaian 93% dengan kategori “sangat layak”. Sedangkan berdasarkan respon peserta didik memperoleh persentase penilaian 94% dengan kategori “sangat layak”. Efektivitas video interaktif berbasis *edpuzzle* pada materi virus kelas X SMAN 6 Medan yang dikembangkan melalui uji N-gain memperoleh skor 0,72 yang termasuk kategori “tinggi” dan dinilai efektif digunakan dalam proses pembelajaran.

Kata kunci: Pengembangan, Video Interaktif, *Edpuzzle*, Virus

ABSTRACT

Putri Witia Larasati, NIM 4193341022 (2024). Development of Edpuzzle-Based Interactive Video on Virus Material to Improve Learning Outcomes of Class X Students of SMA Negeri 6 Medan

This study aims to design and produce an interactive video based on edpuzzle on class X virus material to improve learning outcomes. This type of research is research and development (Research & Development) with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The subjects of this study were 2 material expert validator lecturers, 2 media expert validator lecturers, 1 design expert validator lecturer, biology teacher assessment, and the responses of class X MIA 2 SMAN 6 Medan. Data analysis used quantitative and qualitative descriptive analysis. The results showed that the Feasibility development of interactive video based on edpuzzle on class X virus material at SMAN 6 Medan which had been developed based on the validation of design experts obtained an assessment proportion of 90% in the "very feasible" category. The feasibility of an edpuzzle-based interactive video on class X virus material at SMAN 6 Medan which has been developed based on the validation of media experts obtains an 85% proportion of ratings in the "very feasible" category. The feasibility of an Edpuzzle-based interactive video on class X virus material at SMAN 6 Medan which has been developed based on the validation of material experts obtains an 85% proportion of ratings in the "very feasible" category. The feasibility of an Edpuzzle-based interactive video on class X virus material at SMAN 6 Medan which was developed based on the responses of biology teachers obtained a 93% proportion of ratings in the "very feasible" category. Meanwhile, based on the responses of the students, they obtained a proportion of 94% in the "very decent" category. The effectiveness of edpuzzle-based interactive video on class X virus material at SMAN 6 Medan which was developed through the N-gain test obtained a score of 0.72 which is included in the "high" category and is considered effective in using it in the learning process.

Keywords: Development, Interactive Video, Edpuzzle, Virus