

ABSTRAK

Nadya Ramadhani, NIM 8236171002 (2025). Pengembangan Media Pembelajaran Interaktif Berbasis Discovery Learning Untuk Meningkatkan Kemampuan Pemecahan Masalah Dan Disposisi Matematis Siswa Smp Islam Al-Ulum Terpadu Medan

Penelitian ini bertujuan untuk menemukan kevalidan, menemukan kepraktisan, menemukan keefektifan Media Pembelajaran Interaktif Berbasis Discovery Learning Untuk Meningkatkan Kemampuan Pemecahan Masalah Dan Disposisi Matematis Siswa. Jenis penelitian ini adalah penelitian dan pengembangan dengan model ADDIE dengan pembelajaran berbasis discovery learning. Pengembangan ini memanfaatkan teknologi digital yang dengan mudah dapat diakses di hp/laptop dengan tampilan desain yang dibuat menarik memiliki warna yang cerah, audio dan dilengkapi video pembelajaran yang dimana penyampaian media pembelajaran ini berbasis discovery learning yang didalamnya terdapat 6 langkah pembelajaran yaitu : 1) Pemberian Rangsangan (Stimulation), 2) Identifikasi Masalah (Problem Statement), 3) Pengumpulan Data (Data Collection), 4) Pengolahan Data (Data Processing), 5) Pembuktian (Verification) dan 6) Menarik Simpulan (Generalization). Langkah-langkah penelitian pengembangan yang telah dilakukan dengan menggunakan model ADDIE (analisis, desain, pengembangan, implementasi, dan evaluasi). Teknik pengumpulan data menggunakan lembar angket penilaian ahli materi, ahli media dan ahli desain. Hasil penelitian menunjukkan Media Pembelajaran Interaktif Berbasis Discovery Learning memperoleh persentase rata-rata sebesar 90,5% dengan kriteria “sangat valid”, memperoleh persentase rata-rata sebesar 86,72% dengan kriteria “sangat praktis”, dan memperoleh persentase rata-rata sebesar 90,2% dengan kriteria “sangat efektif”. Media Pembelajaran Interaktif Berbasis Discovery Learning juga dinilai “efektif” jika dilihat nilai post-test mencapai 90% dibandingkan dengan nilai pre-test yang mencapai 45,8%. Dengan demikian, berdasarkan hasil penilaian ahli materi, ahli media dan ahli desain, praktisi pembelajaran, dan siswa, dapat dikatakan bahwa Media Pembelajaran Interaktif Berbasis Discovery Learning telah teruji valid, praktis dan efektif untuk digunakan dalam pembelajaran materi SPLDV di kelas VIII SMP Islam Al Ulum Terpadu Medan

Kata Kunci : Pengembangan, *Discovery Learning*, Media Pembelajaran

ABSTRACT

Nadya Ramadhani, NIM 8236171002 (2025). Development of Interactive Learning Media Based on Discovery Learning to Improve Problem Solving Ability and Mathematical Disposition of Students of SMP Islam Al-Ulum Terpadu Medan

This study aims to find the validity, find the practicality, find the effectiveness of Interactive Learning Media Based on Discovery Learning to Improve Students' Problem Solving Skills and Mathematical Dispositions. This type of research is research and development with the ADDIE model with discovery learning-based learning. **This** development utilizes digital technology that can be easily accessed on cellphones/laptops with an attractive design display that has bright colors, audio and is equipped with learning videos where the delivery of this learning media is based on discovery learning which contains 6 learning steps, namely: 1) Providing Stimulation (Stimulation), 2) Problem Identification (Problem Statement), 3) Data Collection (Data Collection), 4) Data Processing (Data Processing), 5) Proof (Verification) and 6) Drawing Conclusions (Generalization). The steps of the development research that have been carried out using the ADDIE model (analysis, design, development, implementation, and evaluation). The data collection technique uses a questionnaire sheet for assessing material experts, media experts and design experts. The results of the study showed that Interactive Learning Media Based on Discovery Learning obtained an average percentage of 90.5% with the criteria of "very valid", obtained an average percentage of 86.72% with the criteria of "very practical", and obtained an average percentage of 90.2% with the criteria of "very effective". Interactive Learning Media Based on Discovery Learning is also considered "effective" if the post-test value reaches 90% compared to the pre-test value which reaches 45.8%. Thus, based on the results of the assessment of material experts, media experts and design experts, learning practitioners, and students, it can be said that Interactive Learning Media Based on Discovery Learning has been proven valid, practical and effective for use in learning SPLDV material in class VIII of SMP Islam Al Ulum Terpadu Medan

Keywords: Development, Discovery Learning, Learning Media