

ABSTRAK

Tarisa Azzahra, NIM 5201151010 (2024). Pengembangan Media Pembelajaran Interaktif Berbasis *Discovery Learning* Pada Mata Pelajaran Dasar-Dasar Teknik Jaringan Komputer dan Telekomunikasi di SMK Swasta Rahmat Islamiyah

Peralihan kurikulum merdeka membuat keterbatasan waktu pendidik dalam mengembangkan media pembelajaran. Observasi menunjukkan bahwa media pembelajaran yang digunakan guru belum dapat mencapai capaian pembelajaran Dasar-Dasar Teknik Jaringan Komputer dan Telekomunikasi yaitu siswa memahami jenis alat ukur dan penggunaannya dalam pemeliharaan jaringan komputer dan sistem telekomunikasi. Penelitian ini bertujuan untuk mengembangkan, menilai kelayakan, serta menguji akseptabilitas dan efektivitas media pembelajaran interaktif berbasis *Discovery Learning*. Penelitian ini dilakukan pada siswa kelas X TKJ 2 di SMK Swasta Rahmat Islamiyah. Prosedur penelitian mengikuti model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*), sedangkan untuk pengembangan produk media menggunakan metode Multimedia Development Life Cycle (MDLC). Pengujian media pembelajaran mencakup penilaian kelayakan materi dan media, kegunaan, serta efektivitasnya. Hasil uji kelayakan menunjukkan media ini layak digunakan dengan 4,75 untuk kelayakan materi dan 4,20 untuk kelayakan media. Akseptabilitas oleh peserta didik memperoleh skor 3,82 yang dikategorikan tinggi. Pengujian efektivitas dilakukan melalui pre-test dan post-test pada kelas X TKJ 2, menghasilkan nilai N-Gain sebesar 0,7 yang dikategorikan sedang. Secara presentase (%), skor N-Gain sebesar 70% tergolong cukup efektif. Oleh karena itu, dapat dikatakan bahwa penggunaan media dalam proses pembelajaran dipandang sangat layak dan cukup efektif digunakan.

Kata Kunci: Media Pembelajaran, *Discovery Learning*, Dasar-Dasar Teknik Jaringan Komputer dan Telekomunikasi

ABSTRACT

Tarisa Azzahra, NIM 5201151010 (2024). *Development of Interactive Learning Media Based on Discovery Learning for Basic Computer Network and Telecommunications Engineering Subjects at SMK Swasta Rahmat Islamiyah.*

The transition to the independent curriculum has limited educators' time in developing learning media. Observations indicate that the learning media used by teachers has not yet achieved the learning objectives for Basic Computer Network and Telecommunications Engineering, which require students to understand types of measuring instruments and their use in maintaining computer networks and telecommunications systems. This study aims to develop, assess the feasibility, and test the acceptability and effectiveness of interactive learning media based on Discovery Learning. This research was conducted on class X TKJ 2 students at SMK Swasta Rahmat Islamiyah. The research procedure follows the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model, while for media product development the Multimedia Development Life Cycle (MDLC) method is used. Learning media testing includes assessing the suitability of materials and media, their usefulness and effectiveness. The feasibility test results show that this media is suitable for use with 4.75 for material suitability and 4.20 for media suitability. Acceptability by students obtained a score of 3.82 which was categorized as high. Effectiveness testing was carried out through pre-test and post-test in class X TKJ 2, resulting in an N-Gain value of 0.7 which was categorized as medium. In percentage terms (%), an N-Gain score of 70% is quite effective. Therefore, it can be said that the use of media in the learning process is considered very feasible and quite effective in use.

Keywords: *Learning Media, Discovery Learning, Basic Computer Network and Telecommunications Engineering.*