

Abstrak

Khofifah Qalbun Salima: Pengembangan Media Pembelajaran Interaktif dalam Mendukung *Higher Order Thinking Skills* (HOTS) pada mata pelajaran Informatika kelas X di SMK Negeri 1 Kutacane.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif yang mendukung keterampilan berpikir tingkat tinggi (*Higher Order Thinking Skills*/HOTS) pada mata pelajaran Informatika kelas X di SMK Negeri 1 Kutacane. Latar belakang penelitian ini didasari oleh kurangnya media pembelajaran visual dan digital yang interaktif, kesulitan guru dalam menyajikan materi algoritma dan pemrograman secara menarik, serta belum optimalnya pemanfaatan teknologi seperti *smartphone* dalam proses pembelajaran. Penelitian ini menggunakan pendekatan *Research and Development* (R&D) dengan model pengembangan ADDIE, yang terdiri dari lima tahapan: analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah siswa kelas X TKJ-1 SMK Negeri 1 Kutacane. Data dikumpulkan melalui uji kelayakan oleh ahli, uji akseptabilitas oleh guru dan siswa, serta uji efektivitas melalui metode *one group pretest-posttest* menggunakan analisis N-Gain. Hasil validasi oleh ahli media tergolong “Sangat Layak” dengan rata-rata skor 4,58 dan validasi materi tergolong “Sangat Layak” dengan rata-rata skor 4,35. Uji akseptabilitas menghasilkan skor rata-rata 4,34 dengan kategori “Akseptabilitas Sangat Tinggi”. Uji efektivitas menunjukkan bahwa media mampu meningkatkan pemahaman siswa dengan nilai rata-rata N-Gain sebesar 0,7 yang tergolong “Cukup Efektif”. Dengan demikian, media pembelajaran interaktif yang dikembangkan dinilai layak, diterima dengan baik, dan cukup efektif dalam meningkatkan kemampuan HOTS siswa pada materi algoritma dan pemrograman.

Kata Kunci: Media Pembelajaran Interaktif, HOTS, Algoritma, Pemrograman, SMK

Abstract

Khofifah Qalbun Salima: *Development of Interactive Learning Media in Supporting Higher Order Thinking Skills (HOTS) in Grade X Informatics Subjects at SMK Negeri 1 Kutacane.*

This study aims to develop interactive learning media that supports higher order thinking skills (HOTS) in Grade X Informatics at SMK Negeri 1 Kutacane. The background of this study is based on the lack of interactive visual and digital learning media, teachers' difficulties in presenting algorithm and programming material in an interesting way, and the suboptimal use of technology such as smartphones in the learning process. This study employs a Research and Development (R&D) approach using the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. The research subjects were students in class X TKJ-1 at SMK Negeri 1 Kutacane. Data was collected through expert feasibility testing, acceptability testing by teachers and students, and effectiveness testing using the one-group pretest-posttest method with N-Gain analysis. The expert validation of the media was categorized as "Very Feasible" with an average score of 4.58, and the content validation was also categorized as "Very Feasible" with an average score of 4.35. The acceptability test yielded an average score of 4.34, categorized as "Very High Acceptability." The effectiveness test showed that the media could improve students' understanding with an average N-Gain score of 0.7, categorized as "Fairly Effective." Thus, the developed interactive learning media is deemed suitable, well-received, and sufficiently effective in enhancing students' HOTS skills in algorithm and programming material.

Keywords: *Interactive Learning Media, HOTS, Algorithms, Programming, Vocational High School*