

## ABSTRAK

**Erlina Teresia Sihombing, NIM 3213131014**, Pengaruh Penerapan Media Pembelajaran Berbasis Aplikasi Assembler Edu Terhadap Minat Dan Hasil Belajar Siswa Pada Materi Letak Indonesia Secara Geografis Kelas XI Sma Negeri 1 Manduamas. Skripsi. Jurusan Pendidikan Geografi, Fakultas Ilmu Sosial, Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk mengetahui kelayakan serta pengaruh penerapan media pembelajaran berbasis *Assembler Edu* terhadap minat dan hasil belajar siswa pada materi Letak Indonesia secara Geografis. Latar belakang penelitian ini adalah rendahnya minat dan hasil belajar siswa pada mata pelajaran Geografi akibat keterbatasan media pembelajaran yang menarik dan interaktif.

Metode penelitian yang digunakan adalah quasi eksperimen dengan desain *Nonequivalent Control Group Design*. Penelitian dilaksanakan pada semester ganjil tahun ajaran 2025/2026, yaitu bulan Juli–Agustus 2025, di SMA Negeri 1 Manduamas. Populasi terdiri atas 97 siswa kelas XI IPS, dengan sampel 60 siswa yang dibagi menjadi kelas eksperimen (XI IPS-5) dan kelas kontrol (XI IPS-4). Data diperoleh melalui angket minat belajar, tes pre-test dan post-test hasil belajar, serta lembar validasi media, kemudian dianalisis menggunakan uji Independent Sample t-Test dengan bantuan SPSS versi 31.

Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *Assembler Edu* termasuk dalam kategori sangat layak digunakan dengan rata-rata skor validasi sebesar 95%. Hasil angket menunjukkan bahwa penerapan media ini berpengaruh positif terhadap peningkatan minat belajar siswa dengan rata-rata persentase 81% (kategori tinggi), meliputi indikator perasaan senang (87%), ketertarikan (82%), perhatian (79%), dan keterlibatan (79%). Sementara itu, hasil uji t menunjukkan nilai t-hitung  $8,853 > t\text{-tabel } 1,672$  dengan signifikansi  $0,001 < 0,05$ , yang berarti terdapat pengaruh signifikan penerapan *Assembler Edu* terhadap hasil belajar siswa. Rata-rata nilai post-test kelas eksperimen mencapai 82,33, sedangkan kelas kontrol hanya 62,83.

Dapat disimpulkan bahwa media pembelajaran berbasis *Assembler Edu* efektif dan layak digunakan untuk meningkatkan minat dan hasil belajar siswa pada materi Letak Indonesia secara Geografis, serta dapat menjadi inovasi pembelajaran yang interaktif dan bermakna di sekolah.

**Kata kunci:** , Media Pembelajaran, Minat Belajar, Hasil Belajar, Geografi.

## ABSTRACT

**Erlina Teresia Sihombing, Student ID Number 3213131014, *The Effect of Implementing Assemblr Edu Application-Based Learning Media on Students' Interest and Learning Outcomes on the Topic of Indonesia's Geographical Location in Grade XI of SMA Negeri 1 Manduamas*. Undergraduate Thesis. Department of Geography Education, Faculty of Social Sciences, Universitas Negeri Medan, 2025.**

This study aims to determine the feasibility and the effect of implementing Assemblr Edu application-based learning media on students' interest and learning outcomes on the topic of Indonesia's geographical location. The background of this research is the low level of students' interest and learning outcomes in Geography subjects due to the limitations of attractive and interactive learning media.

The research method used was a quasi-experimental method with a Nonequivalent Control Group Design. The study was conducted in the odd semester of the 2025/2026 academic year, from July to August 2025, at SMA Negeri 1 Manduamas. The population consisted of 97 students of grade XI IPS, with a sample of 60 students divided into an experimental class (XI IPS-5) and a control class (XI IPS-4). The data were obtained through learning interest questionnaires, pre-test and post-test of learning outcomes, and media validation sheets, then analyzed using the Independent Sample t-Test with the assistance of SPSS version 31.

The results showed that the Assemblr Edu-based learning media was categorized as very feasible to use, with an average validation score of 95%. The questionnaire results indicated that the implementation of this media had a positive effect on increasing students' learning interest, with an average percentage of 81% (high category), covering indicators of enjoyment (87%), interest (82%), attention (79%), and engagement (79%). Meanwhile, the t-test results showed that the calculated t-value was  $8.853 > t\text{-table } 1.672$  with a significance value of  $0.001 < 0.05$ , which means that there is a significant effect of the implementation of Assemblr Edu on students' learning outcomes. The average post-test score of the experimental class reached 82.33, while the control class only achieved 62.83.

It can be concluded that Assemblr Edu-based learning media is effective and feasible to improve students' interest and learning outcomes on the topic of Indonesia's geographical location, and can serve as an interactive and meaningful learning innovation in schools.

**Keywords:** Learning Media, Learning Interest, Learning Outcomes, Geography.