PENGEMBANGAN VIDEO INTERAKTIF
DENGAN APLIKASI *DIGITAL LEARNING EDPUZZLE*
PADA MATERI KLASIFIKASI MAKHLUK HIDUP KELAS VII

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ABSTRAK

Penyebaran *Covid-19* menyebabkan proses pembelajaran dilakukan melalui pembelajaran jarak jauh. Pembelajaran jarak jauh cenderung menurunkan motivasi belajar peserta didik yang berpengaruh terhadap hasil belajar dan kedisiplinan pengumpulan tugas. Peningkatan motivasi perlu dilakukan dengan cara pemanfaatan dan pengembangan media pembelajaran sehingga mampu meningkatkan ketertarikan peserta didik pada kondisi khusus *Covid-19*. Tujuan penelitian ini adalah untuk mengetahui desain pengembangan dan kelayakan kualitas produk video pembelajaran interaktif dengan aplikasi *digital learning edpuzzle* pada topik klasifikasi makhluk hidup kelas VII.

Penelitian ini merupakan jenis penelitian dan pengembangan atau *Research and Development* (RnD). Penelitian pengembangan produk yang dilakukan berorientasi pada metode Borg dan Gall yang dilakukan dengan lima tahapan dari 10 tahapan prosedur meliputi: (1) potensi dan masalah, (2) pengumpulan data, (3) pengembangan desain produk, (4) validasi desain produk, (5) revisi desain produk. Produk yang dikembangkan divalidasi oleh 2 validator ahli dan 2 guru. Produk akhir dalam penelitian ini berupa video pembelajaran interaktif *edpuzzle*.

Desain penelitian berupa video pembelajaran dengan unsur soal yang dapat dikerjakan di dalam video. Hasil validasi produk menunjukkan rata-rata aspek materi dan media sebesar 3,7 dan 3,5. Rata-rata keseluruhan penilaian validator 3,6 dengan kriteria sangat baik. Berdasarkan hasil tersebut video pembelajaran interaktif *edpuzzle* layak diujicobakan terbatas dengan melakukan perbaikan berdasarkan saran dari validator.

Kata kunci : pembelajaran jarak jauh, motivasi belajar, RnD, media pembelajaran interaktif, materi klasifikasi makhluk hidup

INTERACTIVE VIDEO DEVELOPMENT
WITH DIGITAL LEARNING EDPUZZLE APP
ON CLASIFICATION OF LIVING THINGS FOR CLASS VII

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ABSTRACT

The spread of Covid-19 caused the learning process to be carried out through distance learning. Distance learning tends to reduce students' learning motivation which affects learning outcomes and the discipline of collecting assignments. Increased motivation through the renewal of the learning system in special conditions adapted to the 2013 curriculum in the use and development of learning media so as to increase student interest in the special conditions of Covid-19. The purpose of this study was to determine the development design and quality feasibility of interactive learning video products with digital learning edpuzzle applications on the topic of class VII classification of living things.

This research is a type of research and development or Research and Development (RnD). The product development research carried out is oriented to the Borg and Gall method which is carried out with five stages out of 10 stages of the procedure including: (1) potential and problems, (2) data collection, (3) product design development, (4) product design validation, (5) product design revision. The product developed was validated by 2 expert validators and 2 teachers. The final product in this research is an edpuzzle interactive learning video.

The research design is in the form of a learning video with elements of questions that can be done in the video. The results of product validation showed the average material and media aspects of 3.7 and 3.5. The overall average of the validator's assessment was 3.6 with very good criteria. Based on these results, the edpuzzle interactive learning video qualified for a limited trial by making improvements based on suggestions from the validator.

Keywords: online learning, learning motivation, RnD, interactive learning media, classification of living things