

ABSTRAK

Eldion Setiawan. 2022. Pengembangan Media Pembelajaran Video *Stop Motion* untuk Mendukung Model Pembelajaran *Flipped Classroom* pada Materi Pertidaksamaan Rasional Satu Variabel Kelas X SMA Kolese De Britto. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Pembelajaran jarak jauh yang diterapkan pada masa pandemi COVID-19 ini menimbulkan kendala yang berkaitan dengan semangat dan keaktifan siswa yang menurun dalam mengikuti pembelajaran dengan model *Flipped Classroom*. Salah satu solusi untuk mengatasi kendala tersebut yaitu media pembelajaran. Oleh karena itu, tujuan dari penelitian ini adalah 1) mengembangkan media pembelajaran dan 2) mengetahui kelayakan media pembelajaran video *stop motion* berdasarkan kriteria validitas, kepraktisan, dan keefektifan untuk mendukung model pembelajaran *Flipped Classroom* pada materi Pertidaksamaan Rasional Satu Variabel Kelas X SMA Kolese De Britto.

Model yang digunakan dalam penelitian ini adalah model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Model ini dipilih karena modelnya sederhana dan strukturnya sistematis. Subjek pada penelitian ini adalah satu guru matematika dan 33 peserta didik kelas X IPS 1. Teknik pengumpulan data adalah penyebaran beberapa kuesioner, validasi media pembelajaran dan tes. Teknik analisis data validasi, kuesioner, dan tes menggunakan statistika deskriptif. Sedangkan data kualitatif dari hasil validasi dan kuesioner dianalisis dengan reduksi data, penyajian data, dan penarikan kesimpulan.

Terdapat dua hasil dari penelitian ini. Pertama, proses pengembangan media dimulai dari analisis kebutuhan, analisis peserta didik, serta materi pembelajaran; mendesain jadwal, *flowchart*, *storyboard*, dan instrumen penelitian; mengembangkan produk media pembelajaran video *stop motion*, validasi produk, dan merevisi produk; mengujicobakan produk kepada subyek di Kelas X IPS 1 SMA Kolese De Britto Yogyakarta; dan mengevaluasi produk berdasarkan hasil saran dan komentar dari ahli dan subyek penelitian. Kedua, video *stop motion* layak digunakan karena 3 kriteria kelayakan menunjukkan hasil sangat layak, yaitu: kriteria validitas dengan skor dari ahli materi sebesar 3,39 dari 4,0 dan dari ahli media sebesar 3,15 dari 4,0 masuk dalam kategori baik; aspek kepraktisan berdasarkan hasil kuesioner dengan skor sebesar 3,47 masuk dalam kategori sangat baik; dan keefektifan berdasarkan hasil kuesioner dengan skor sebesar 3,46 masuk dalam kategori sangat baik dan didukung hasil tes yang menunjukkan 76% siswa di kelas memperoleh nilai di atas KKM.

Kata kunci: media pembelajaran, model *Flipped Classroom*, video *stop motion*, penelitian dan pengembangan, kelayakan.

ABSTRACT

Eldion Setiawan. 2022. The Development of Stop Motion Video Learning Media to Support Flipped Classroom Learning Model on One Variable Rational Inequality Materials Class X SMA Kolese De Britto. Undergraduate Thesis. Mathematics Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University.

Distance learning that was applied during the COVID-19 pandemic caused problems that related to decreasing of enthusiasm and activeness from student when learn with Flipped Classroom model. One solution to overcome these problems is learning media. Therefore, the purpose of this research are 1) developing learning media and 2) knowing the feasibility of stop motion video learning media based on validity, practically, and effectiveness criteria to support Flipped Classroom learning model on the One Variable Rational Inequality Material Class X SMA Kolese De Britto.

The model that used in this research is ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). This model has chosen because the model is simple and the structure that systematic. The subjects in this research were one mathematics teacher and 33 students of class X IPS 1. Data collection techniques were distributing several questionnaires, validation of learning media and tests. Data analysis techniques validation, questionnaires, and tests using descriptive statistics. While the qualitative data from the validation results and questionnaires were analyzed by data reduction, data presentation, and drawing conclusions.

There are two results from this research. First, the process of developing media that start from analyze of need, students, and learning material; designing a schedules, flowcharts, storyboards, and research instruments; developing stop motion video learning media products, validation of products, and revision of products; testing the product to subjects in Class X IPS 1 SMA Kolese De Britto Yogyakarta; and evaluate the product based on the suggestions and comments from expert judgements and research subject. Second, stop motion video are suitable to use because the 3 feasible criteria show very feasible result, which are: validity criteria with a score from material experts of 3.39 out of 4.0 and from media experts of 3.15 out of 4.0 in the good category, the practically aspect based on the results of the questionnaire with a score of 3.47 is in very good category, and the effectiveness based on the results of the questionnaire with a score of 3.46 is in the very good category and supported by test results that 76% of students in the class get a score above the KKM.

Keywords: *learning media, flipped classroom model, stop motion video, research and development, feasibility.*