ABSTRAK

PENGEMBANGAN VIDEO INTERAKTIF *EDPUZZLE* PADA MATERI BAKTERI KELAS X SMA

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Penerapan proses pembelajaran campuran di beberapa sekolah, membutuhkan adaptasi baru. Berdasarkan hasil wawancara analisis kebutuhan di lima SMA di Yogyakarta, ada beberapa permasalahan yang dihadapi dalam proses belajar mengajar. Permasalahan paling banyak terlihat dalam aspek motivasi peserta didik yang menurun, pendidik yang kurang bisa memantau proses pembelajaran, serta durasi pembelajaran yang terbatas. Khususnya, pada materi bakteri kelas X SMA. Salah satu upaya untuk mengatasi permasalahan tersebut adalah penggunaan media video interaktif *Edpuzzle*. Penelitian ini bertujuan untuk mengetahui pengembangan serta kelayakan video interaktif *Edpuzzle*, khususnya pada materi bakteri kelas X SMA.

Jenis penelitian yang digunakan yaitu penelitian dan pengembangan (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Penelitian ini hanya menerapkan tiga dari lima langkah model ADDIE, yaitu hingga tahap pengembangan saja. Produk yang dikembangkan divalidasi oleh dua guru biologi SMA sebagai ahli bidang materi dan media, satu dosen ahli materi, dan satu dosen ahli media. Teknik pengumpulan data yang dilakukan dengan deskriptif kualitatif dan kuantitatif. Data hasil penelitian diolah, dipaparkan, dan disimpulkan. Berdasarkan hasil analisis validitas diperoleh skor rata-rata validasi media sebesar 3,80 dengan kriteria "Sangat Baik" dan skor rata-rata materi sebesar 3,61 dengan kriteria "Sangat Baik". Rerata validitas akhir produk diperoleh sebesar 3,71 dengan kriteria "Sangat Baik". Hal ini menunjukkan bahwa video interaktif *Edpuzzle* pada materi bakteri kelas X SMA memiliki kelayakan untuk diuji coba dalam skala terbatas.

Kata kunci : Video pembelajaran, Edpuzzle, Bakteri kelas X SMA

ABSTRACT

DEVELOPMENT OF EDPUZZLE INTERACTIVE VIDEO TO TEACH BACTERIAL MATERIAL FOR 10th GRADE STUDENTS

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The application of the mixed learning process in several schools requires new adaptations. Based on the results of the needs analysis interview in five high schools in Yogyakarta, there are problems faced in the teaching and learning process. Most of them are the aspect of decreased student motivation, educators who are less able to monitor the learning process, and the limited duration of learning, especially in the material of bacteria class X High School. One effort to overcome these problems is using the interactive video media, Edpuzzle. This study aims to determine the development and feasibility of interactive video Edpuzzle, especially on the material of bacteria for 10th grade students.

The type of research used is research and development (R&D) with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). This research only applies three of the five steps of the ADDIE model, which are up to the development stage only. The product developed then validated by two high school biology teachers as material and media experts, one material expert lecturer, and one media expert lecturer. Data collection techniques used were qualitative and quantitative descriptive. The research data will be processed, presented, and concluded. Based on the results of the validity analysis, the media validation average score was 3.80 with the "Very Good" criteria and the average material score of 3.61 with the "Very Good" criteria. The average final validity of the product was at 3.71 with the criteria of "Very Good." This result shows that Edpuzzle's interactive video on bacterial material for 10th grade students has very good quality and deserves to be tested on a limited scale.

Keywords : *Learning video, Edpuzzle, Bacterial for 10th grade students*