

ABSTRAK

PENGEMBANGAN KARTU UNO SEBAGAI MEDIA PEMBELAJARAN
MATERI METABOLISME KELAS XII SMA

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2022

Pembelajaran *blended learning* memiliki kelebihan dan kekurangannya tersendiri. Permasalahan yang dihadapi kurangnya keaktifan peserta didik, kesulitan untuk memotivasi peserta didik, kesulitan memberi materi kepada peserta didik dan peserta didik sulit menerima materi. Selain itu kebanyakan dari peserta didik mengerjakan tugas dengan cara menyalin jawaban dari teman-temannya. Pemilihan kartu UNO sebagai media pembelajaran dikarenakan saat ini permainan kartu UNO menjadi salah satu permainan yang banyak digemari oleh kalangan anak muda. Materi metabolisme merupakan materi yang dirasa sulit oleh guru untuk diajarkan dan juga sulit dipahami oleh peserta didik. Penelitian ini bertujuan untuk mengembangkan dan mengetahui kelayakan kartu UNO sebagai media pembelajaran dalam materi metabolisme kelas XII SMA.

Penelitian ini merupakan Penelitian Pengembangan *Research and Development (R&D)*. Model penelitian yang digunakan adalah ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*) yang hanya dilakukan sampai tahap *development*. Penelitian ini terdiri dari beberapa langkah yaitu pengumpulan data dari wawancara analisis kebutuhan, desain produk, pengembangan, validasi produk yang terdiri dari validasi ahli materi dan media, serta revisi produk. Teknik analisis data yang digunakan berupa analisis kualitatif hasil wawancara dan analisis kuantitatif dari hasil validasi produk.

Pengembangan media kartu UNO sebagai media pembelajaran materi metabolisme kelas XII SMA berisi petunjuk penggunaan, kartu aksi, kartu soal, dan kartu jawaban yang sudah dimodifikasi sedemikian rupa agar sesuai menjadi media pembelajaran yang layak digunakan. Hasil validasi kartu UNO dari ahli media memperoleh nilai 3.04 dengan kriteria "Baik" dan ahli materi memperoleh nilai 3.35 dengan kriteria "Sangat Baik". Media layak diuji cobakan dengan perbaikan sesuai komentar dan saran.

Kata kunci: Kartu UNO, Media Pembelajaran, Metabolisme, *Research & Development*

ABSTRACT

**DEVELOPMENT OF UNO CARD AS A MEDIA FOR LEARNING
METABOLISM MATERIALS FOR 12th GRADE STUDENTS**

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Blended learning has its own advantages and disadvantages. The problems faced are the lack of activeness of students, difficulties in motivating students, difficulties in giving material to students and students having difficulty receiving material. In addition, most of the students did the task by copying the answers from their friends. The selection of UNO cards as an evaluation tool is because currently, the UNO card game is one of the most popular games among young people. Metabolism material is material that is difficult for teachers to teach and also difficult for students to understand. This study aims to develop and determine the feasibility of the UNO card as a medium of learning in the material of metabolism for 12th grade students.

This research is a Research Development Research and Development (R&D). The research model used is ADDIE (Analysis, Design, Development, Implementation, and Evaluation) which is only carried out until the development stage. This research consists of several steps, namely data collection from needs analysis interviews, product design, development, product validation consisting of material and media expert validation, and product revision. The data analysis techniques used are in the form of qualitative analysis of interview results and quantitative analysis of product validation results.

The development of the UNO card media as an evaluation tool for 12th grade students metabolism material contains instructions for use, action cards, question cards, and answer cards that have been modified in such a way as to be suitable as an appropriate evaluation tool. use. The results of the UNO card validation from media experts obtained a score of 3.04 with "Good" criteria and material experts obtained a score of 3.35 with "Very Good" criteria. The media deserves to be tested with improvements according to comments and suggestions.

Key word: *UNO Card, Learning Media, Metabolism, Reasearch and Development*