

ABSTRAK

Arreza, Dimas. 2024. Pengembangan Media Pembelajaran Matematika Berbasis Lectora Inspire Untuk Meningkatkan Hasil Belajar Kognitif Peserta Didik Kelas V pada Materi Kecepatan dan Debit di SD Muhammadiyah Kedungbanteng 1. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Penelitian ini ialah penelitian jenis *Research and Development* (R&D) yang menggunakan model pengembangan ADDIE. Penelitian ini memiliki tujuan: (1) Mengembangkan media pembelajaran matematika berbasis *Lectora Inspire* untuk meningkatkan hasil belajar kognitif peserta didik kelas V pada materi Kecepatan dan Debit di SD Muhammadiyah Kedungbanteng 1; (2) Mengetahui kelayakan (validitas, kepraktisan, dan efektivitas) media pembelajaran matematika berbasis *Lectora Inspire* untuk meningkatkan hasil belajar kognitif peserta didik kelas V pada materi Kecepatan dan Debit di SD Muhammadiyah Kedungbanteng 1.

Subjek penelitian ini yaitu ahli media, ahli materi, praktisi pembelajaran, dan para peserta didik kelas V SD Muhammadiyah Kedungbanteng 1 tahun ajaran 2023/2024. Sementara, objek penelitiannya yaitu kelayakan media pembelajaran interaktif *Lectora Inspire*. Metode Pengumpulan data yang digunakan di antaranya berupa observasi, wawancara, angket dan tes. Instrumen penelitian yang peneliti gunakan yakni lembar observasi, lembar wawancara peserta didik dan pendidik, angket validasi ahli media, angket validasi angket ahli materi, angket validasi praktisi pembelajaran, angket penilaian kepraktisan, dan soal tes hasil belajar kognitif. Teknik analisis data yang digunakan oleh peneliti yakni analisis persentase untuk data angket tertutup. Sementara, untuk data angket terbuka, peneliti menggunakan teknik analisis kualitatif. Data tes hasil belajar kognitif, peneliti analisis dengan cara membandingkan perolehan nilai peserta didik dengan KKM.

Hasil penelitian memperlihatkan: (1) media pembelajaran *Lectora Inspire* dikembangkan melalui lima tahapan: a) menganalisis permasalahan dan kebutuhan yang ada, b) merancang *Use Case Diagram* dan *Storyboard* serta merangkum materi yang akan disajikan, c) menginput berbagai komponen yang telah disiapkan dan dirancang pada tahap sebelumnya kemudian dilakukan uji validasi ahli, d) apabila telah dinyatakan valid kemudian diimplementasikan dalam pembelajaran, dilakukan penilaian kepraktisan oleh peserta didik, dan dilaksanakannya tes hasil belajar kognitif terhadap peserta didik; serta e) merekapitulasi dan menganalisis validasi para ahli dan analisis data nilai tes hasil belajar peserta didik; (2) tingkat kelayakan media *Lectora Inspire* berdasarkan penilaian ahli media diperoleh persentase rerata 87,50% yang tergolong pada kategori sangat valid, penilaian oleh ahli materi didapatkan persentase rerata 93,75% yang tergolong pada kategori sangat valid, praktisi pembelajaran memberikan persentase penilaian rerata sejumlah 93,75% yang tergolong pada kategori sangat valid, serta untuk penilaian kepraktisan dari para peserta didik diperoleh persentase rerata skor sejumlah 85,75% yang tergolong pada kategori praktis. Sementara, dari keefektifitasan media, nilai tes hasil belajar kognitif peserta didik diperoleh 80% dari peserta didik telah berhasil mencapai KKM. Hal ini menunjukkan media pembelajaran *Lectora Inspire* efektif difungsikan untuk membantu meningkatkan hasil belajar kognitif peserta didik kelas V pada materi Kecepatan dan Debit di SD Muhammadiyah Kedungbanteng 1.

Kata Kunci: Media Pembelajaran, Hasil Belajar, *Lectora Inspire*, ADDIE

ABSTRACT

Arreza, Dimas. 2024. Development of Lectora Inspire-based Mathematics Learning Media to Improve Cognitive Learning Outcomes of Grade V Students on Speed and Discharge Material at SD Muhammadiyah Kedungbanteng 1. Thesis. Mathematics Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University Yogyakarta.

This research is a Research and Development (R&D) type of research that uses the ADDIE development model. This study has the following objectives: (1) To develop Lectora Inspire-based mathematics learning media to improve the cognitive learning outcomes of grade V students in the material Speed and Discharge at SD Muhammadiyah Kedungbanteng 1; (2) Determine the feasibility (validity, practicality, and effectiveness) of Lectora Inspire-based mathematics learning media to improve the cognitive learning outcomes of class V students in the Speed and Discharge material at SD Muhammadiyah Kedungbanteng 1.

The subjects of this study are media experts, material experts, learning practitioners, and students of grade V of SD Muhammadiyah Kedungbanteng 1 for the 2023/2024 school year. Meanwhile, the object of the research is the feasibility of Lectora Inspire interactive learning media. The data collection methods used include observations, interviews, questionnaires and tests. The research instruments used by the researcher were observation sheets, student and educator interview sheets, media expert validation questionnaires, material expert questionnaire validation questionnaires, learning practitioner validation questionnaires, practicality assessment questionnaires, and cognitive learning outcome tests. The data analysis technique used by the researcher is percentage analysis for closed questionnaire data. Meanwhile, for data from open questionnaires, researchers used qualitative analysis techniques. Cognitive learning outcome test data, researchers analyze by comparing student score acquisition with KKM.

The results of the study showed: (1) Lectora Inspire learning media was developed through five stages: a) analyzing existing problems and needs, b) designing Use Case Diagrams and Storyboards and summarizing the material to be presented, c) inputting various components that had been prepared and designed in the previous stage and then conducting expert validation tests, d) if it has been declared valid then implemented in learning, practicality assessments are carried out by students, and cognitive learning outcome tests are carried out for students; and e) recapitulate and analyze the validation of experts and analysis of student learning outcome test score data; (2) the feasibility level of Lectora Inspire media based on the assessment of media experts obtained an average percentage of 87.50% which is classified as a very valid category, an average percentage of 93.75% which is classified as a very valid category, learning practitioners provide an average assessment percentage of 93.75% which is classified as a very valid category, and for the assessment of practicality from the students obtained an average percentage of 85.75% which is are classified in the practical category. Meanwhile, from the effectiveness of the media, the scores of the students' cognitive learning outcomes test were obtained by 80% of the students who had managed to achieve the KKM. This shows that Lectora Inspire learning media is effective in helping to improve the cognitive learning outcomes of grade V students in the Speed and Discharge material at SD Muhammadiyah Kedungbanteng 1.

Keywords: Learning Media, Learning Outcomes, Lectora Inspire, ADDIE