

PENGUNAAN MULTIMEDIA BERBASIS ARTIFICIAL INTELLIGENCE (AI) DALAM PEMBELAJARAN SEJARAH PADA MATERI KERAJAAN HINDHU-BUDDHA DI SMA NEGERI 9 YOGYAKARTA

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui: (1) Rancangan multimedia berbasis Artificial Intelligence (AI) dalam materi kerajaan Hindu-Buddha kelas X di SMAN 9 Yogyakarta, (2) Penerapan multimedia berbasis Artificial Intelligence (AI) dalam materi kerajaan Hindu-Buddha kelas X di SMAN 9 Yogyakarta, (3) dampak dan temuan baru dari penerapan multimedia berbasis Artificial Intelligence (AI) dalam materi kerajaan Hindu-Buddha kelas X di SMAN 9 Yogyakarta. Penelitian ini menggunakan pendekatan kualitatif dengan metode deskriptif. Sumber data dalam penelitian ini adalah Guru Sejarah, Peserta didik X-2 dan X-4 dan aktivitas pembelajaran di kelas X-2 dan X-4 SMAN 9 Yogyakarta. Pengumpulan data menggunakan teknik observasi, wawancara, dan dokumentasi. Penelitian ini menggunakan teknik analisis data oleh Miles and Huberman yang meliputi pengumpulan data, reduksi data, penyajian data, dan verifikasi data.

Hasil penelitian menunjukkan bahwa (1) Penerapan multi media berbasis Artificial Intelligence (AI) yang dirancang di SMAN 9 Yogyakarta dilakukan dengan beberapa persiapan dan perencanaan perangkat dan bahan ajar oleh guru. (2) implementasi media pembelajaran berbasis AI di kelas X SMAN 9 Yogyakarta dilakukan dengan terorganisir dan berdampak dalam kegiatan Pendahuluan (Orientasi, Apersepsi, Motivasi dan Pemberian Acuan), dan Kegiatan Inti. (3) Penggunaan aplikasi berbasis AI seperti Canva, Prezi, Wordwall, dan Quizizz berhasil memberi daya tarik materi yang diajarkan. Hal ini tidak hanya membuat siswa lebih terlibat dalam proses belajar, tetapi juga mampu memperkaya pemahaman mereka terhadap materi sejarah yang diajarkan. Dalam penelitian di sekolah, peneliti menemukan temuan baru bahwa penggunaan media pembelajaran sejarah berbasis AI juga membutuhkan kolaborasi tambahan/pendukung materi tambahan dari buku teks pelajaran yang terkait sesuai dengan gaya belajar masing-masing peserta didik.

**Kata kunci:** Multimedia, Artificial Intelligence (AI), Pembelajaran Sejarah, Pembelajaran abad-21

THE USE OF ARTIFICIAL INTELLIGENCE (AI) BASED MULTIMEDIA IN HISTORY  
LEARNING ON HINDHU-BUDDHIST KINGDOM MATERIAL AT SMA NEGERI 9  
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**ABSTRACT**

This study aims to determine: (1) The design of Artificial Intelligence (AI)- based multimedia in Hindu-Buddhist kingdom teaching material for 10th grade students at SMAN 9 Yogyakarta, (2) The application of Artificial Intelligence (AI)-based multimedia in Hindu-Buddhist kingdom material for 10th grade students at SMAN 9 Yogyakarta, (3) the impact and new findings from the application of AI-based multimedia in the Hindu-Buddhist kingdom curriculum for 10th grade students at SMAN 9 Yogyakarta. This study employs a qualitative approach using a descriptive method. The data sources in this study were History Teachers, Grade X-2 and X-4 students, and learning activities in Grade X-2 and X-4 at SMAN 9 Yogyakarta. Data collection used includes observation, interviews, and documentation techniques. This study employed Miles and Huberman's data analysis technique, which includes data collection, data reduction, data presentation, and data verification.

The results of the study indicate that (1) The implementation of AI-based multimedia designed at SMAN 9 Yogyakarta was carried out with some preparation and planning of teaching tools and materials by teachers. (2) The implementation of AI-based learning media in class X at SMAN 9 Yogyakarta was carried out in an organized manner and had an impact on the introductory activities (orientation, apperception, motivation, and provision of references) and core activities. (3) The use of AI-based applications such as Canva, Prezi, Wordwall, and Quizizz successfully increased the appeal of the material being taught. This not only made students more engaged in the learning process but also enriched their understanding of the history materials being taught. In the school-based research, the researcher found new findings that the use of AI-based history learning media also requires additional collaboration/supporting materials from related textbooks according to each student's learning style.

**Keywords:** Multimedia, Artificial Intelligence (AI), History Learning, 21st Century Learning