

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS AUDIOVISUAL BERUPA VIDEO *REMAKE* LAGU PADA MATERI KLASIFIKASI MAHLUK HIDUP KELAS VII SMP

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Pendidikan Biologi

Pendidikan lebih dari sekedar pengajaran yang dapat dikatakan sebagai suatu proses transfer ilmu, transformasi nilai, dan pembentukan kepribadian dengan segala aspek yang dicakupnya. Tetapi pada proses pembelajarannya, terdapat kendala yang dihadapi oleh guru dan peserta didik. Contohnya pada saat pandemi covid-19, guru dan peserta didik diharuskan untuk melakukan kegiatan belajar mengajar secara *hybrid learning*. Berdasarkan hasil analisis kebutuhan yang dilakukan di 5 sekolah, kesulitan yang dihadapi guru adalah kurangnya motivasi peserta didik dalam mengikuti pembelajaran, sehingga peserta didik kurang aktif dan kurang bersemangat. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis audiovisual berupa video *remake* lagu pada materi klasifikasi makhluk hidup untuk peserta didik kelas VII SMP, serta untuk mengetahui kelayakan produk tersebut.

Penelitian ini menggunakan metode *research and development* (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian ini dibatasi hingga tahap pengembangan (*Development*) dengan uji validitas yang dilakukan oleh validator ahli materi dan validator ahli media. Teknik pengumpulan data dilakukan dengan kuesioner. Berdasarkan hasil validasi ahli materi dan hasil validasi ahli media didapatkan rata-rata validitas sejumlah 72,9%. Melalui hasil validasi tersebut, penggunaan media pembelajaran berbasis audiovisual berupa video *remake* lagu dinyatakan layak untuk diujicobakan.

Kata Kunci : Video *remake* lagu, klasifikasi makhluk hidup, R&D

ABSTRACT

**DEVELOPMENT OF AUDIOVISUAL-BASED LEARNING MEDIA IN THE
FORM OF SONG REMAKE VIDEOS ON THE TOPIC OF
CLASSIFICATION OF LIVING THINGS FOR 7TH GRADE JUNIOR HIGH
SCHOOL STUDENTS**

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Biology Education

Education is more than just teaching; it can be defined as a process of knowledge transfer, value transformation, and character building in all its aspects. However, during the learning process, both teachers and students often face obstacles. For example, during the COVID-19 pandemic, teachers and students were required to carry out teaching and learning activities through hybrid learning. Based on a needs analysis conducted in five schools, one of the main challenges faced by teachers was the lack of student motivation in participating in learning activities, resulting in students being less active and less enthusiastic. Therefore, this study aims to develop audiovisual-based learning media in the form of song remake videos on the topic of classification of living things for 7th grade junior high school students, as well as to determine feasibility of the developed product.

This study employs a Research and Development (R&D) method using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research is limited to the Development stage, with validity testing conducted by subject matter experts and media experts. Data collection techniques were carried out using questionnaires. Based on the results of the subject matter expert validation and media expert validation, an average validity score of 72.9% was obtained. From these validation results, the use of audiovisual-based learning media in the form of song remake videos is declared suitable for trial.

Keywords: *Song remake video, classification of living things, R&D*