

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPACLIP* BERBASIS PENDEKATAN SAINTIFIK UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN MASALAH PERSAMAAN LINGKARAN

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Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk menghasilkan produk berupa media pembelajaran *flipaclip* berbasis pendekatan saintifik yang valid, praktis, dan efektif dalam meningkatkan kemampuan pemecahan masalah matematis siswa. Desain pengembangan media ini menggunakan model penelitian dan pengembangan ADDIE (*analyze, design, develop, implement, dan evaluate*). Populasi penelitian adalah siswa kelas XI SMA Al Kautsar Bandar Lampung Tahun Pelajaran 2022/2023. Subjek penelitian dipilih dengan teknik (*cluster random sampling*). Pengumpulan data menggunakan teknik wawancara, angket dan tes kemampuan pemecahan masalah matematis. Teknik analisis data yang digunakan adalah statistik deskriptif dan *uji-t*. Berdasarkan analisis data diperoleh hasil validasi ahli media pembelajaran *flipaclip* berbasis pendekatan saintifik didapatkan nilai rata-rata 96,87 % dengan kriteria valid, serta hasil tanggapan guru dan siswa tentang kepraktisan media pembelajaran *flipaclip* diperoleh skor rata-rata 89% dan 89% dengan kriteria praktis. Hasil *Uji-t* terhadap peningkatan (*N-gain*) kemampuan pemecahan masalah matematis siswa diperoleh $0.000 < 0.05$, sehingga media pembelajaran *flipaclip* efektif meningkatkan kemampuan pemecahan masalah matematis siswa. Jadi, dapat disimpulkan bahwa media pembelajaran *flipaclip* berbasis pendekatan saintifik memenuhi kriteria valid, praktis, serta efektif untuk meningkatkan kemampuan pemecahan masalah matematis siswa.

Kata Kunci : Media Pembelajaran, *flipaclip*, Kemampuan Pemecahan Masalah

ABSTRACT

DEVELOPMENT OF FLIPA CLIP LEARNING MEDIA BASED ON SCIENTIFIC APPROACH TO IMPROVE CIRCLE EQUATION PROBLEM SOLVING ABILITY

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This research is a development research that aims to produce a product in the form of Flipaclip learning media based on a scientific that are valid, practical and effective in improving students' mathematical problem solving ability. This media development design uses the ADDIE research and development model (analyze, design, develop, implement, and evaluate). The research population is class XI students at SMA Al Kautsar, Bandar Lampung city, in the 2022/2023 academic year. The subjects in this study were selected using a technique (cluster random sampling). Collecting data using interview techniques, questionnaires and tests of mathematical problem solving skills. The data analysis technique used is descriptive statistics and t-test. Based on the results of the data analysis, it was obtained that the validation results of Flipaclip learning media based on scientific approach an average score of 96,87% with valid criteria, while the results of teacher and student responses related to the practicality of Flipaclip learning media based on scientific approach obtained an average score of 89% and 89% with practical criteria. The results of the t-test on the increase (N-gain) of mathematical problem solving skills obtained $0.000 < 0.05$, so Flipaclip learning media based on scientific approach can be used as alternative media in learning to help improve students' mathematical problem solving abilities. So, it can be concluded that flipaclip learning media based on a scientific approach meets the valid, practical, and effective criteria for improving students' mathematical problem solving ability.

Kata Kunci : Learning Media, flipaclip, Problem Solving Ability