

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS LINKTREE MELALUI DISCOVERY LEARNING UNTUK MENINGKATKAN HASIL BELAJAR GEOGRAFI DI SEKOLAH MENENGAH ATAS

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Dewasa ini pemanfaatan media memiliki peran penting dalam proses belajar-mengajar di kelas. Tak hanya penggunaan model pembelajaran seperti discovery learning merupakan salah satu faktor meningkatkan hasil belajar peserta didik. Seyogya guru dapat memberikan inovasi kegiatan pembelajaran seperti integrasi media pembelajaran melalui model pembelajaran di kelas. Geografi sebagai pelajaran yang abstrak dibutuhkan pendukung media dan model pembelajaran untuk memudahkan peserta didik dalam memahami sebuah materi seperti sepuluh konsep dasar geografi. Tujuan penelitian ini untuk menganalisis (1) Proses pengembangan media pembelajaran linktree berbasis Discovery Learning; (2) Kelayakan produk pengembangan media pembelajaran linktree berbasis discovery learning dan (3) Menguji efektivitas pengembangan media pembelajaran linktree berbasis discovery learning untuk meningkatkan hasil belajar geografi di SMA. Metode yang digunakan *Research and Development* (R&D) dengan desain model ADDIE dan pendekatan campuran. Teknik analisis yang digunakan statistik deskriptif dan statistik inferensial. Proses pengembangan produk menggunakan model ADDIE dengan uji coba terbatas perihal kemanarikan dikategorikan sangat menarik. Uji kelayakan media untuk materi, media, bahasa dan desain pembelajaran dikategorikan tinggi dan uji coba kelompok luas menunjukkan nilai Sig. (2-tailed) $0,000 < 0,05$ ditafsirkan efektif untuk meningkatkan hasil belajar peserta didik. Hasil penelitian meliputi Uji efektivitas dari empat kelompok yang diujikan menunjukkan nilai Sig. (2-tailed) $0,000$ berada $< 0,005$ dapat diartikan mengalami signifikan. Namun, berdasarkan uji N-Gain menunjukkan hubungan dengan tingkat efektifitas sedang dan sebagian dari keseluruhan atau $54,38\% \geq$ KKM dengan rata-rata siswa mendapatkan nilai 80 yang sebelumnya hanya 30% siswa diatas KKM. sedangkan sebagian belum mencapai KKM, karena dipengaruhi oleh beberapa faktor eksternal kondisi lingkungan disekitar peserta didik dan internal. Simpulan penelitian ini adalah penggunaan media pembelajaran linktree melalui discovery learning kurang efektif untuk meningkatkan hasil belajar peserta didik pada mata pelajaran geografi bab 1 kelas X dalam sub materi sepuluh konsep dasar geografi.

Kata kunci: Discovery Learning, Hasil Belajar Geografi, Model ADDIE, *Linktree*

ABSTRACT

THE DEVELOPMENT OF LINKTREE-BASED LEARNING MEDIA THROUGH DISCOVERY LEARNING TO INCREASE GEOGRAPHY LEARNING OUTCOMES IN SENIOR HIGH SCHOOL

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Nowadays, the use of media has an important role in the teaching and learning process in the classroom. Not only the use of learning models such as discovery learning is one of the factors that improve student learning outcomes. Seyogya teachers can provide innovative learning activities such as the integration of learning media through learning models in the classroom. Geography as an abstract lesson requires media support and learning models to make it easier for students to understand a material such as the ten basic concepts of geography. The purpose of this study is to analyze (1) The development process of linktree learning media based on Discovery Learning; (2) Feasibility of discovery learning-based linktree learning media development products and (3) Test the effectiveness of discovery learning-based linktree learning media development to improve geography learning outcomes in high school. The method used Reseach and Development (R&D) with ADDIE model design and mixed approach. Analysis techniques used descriptive statistics and inferential statistics. The product development process using the ADDIE model with limited trials regarding security is categorized as very interesting. Media feasibility tests for materials, media, language and learning design were categorized as high and broad group trials showed Sig. (2-tailed) values of $0.000 < 0.05$ were interpreted to be effective for improving learner learning outcomes. The results of the study included effectiveness tests from four groups tested showing the value of Sig. (2-tailed) 0.000 being < 0.005 can be interpreted as experiencing significant. However, based on the N-Gain test, it shows an association with moderate and partial effectiveness levels of the overall or $54.38\% \geq KKM$ with an average student value of 80 which was previously only 30% of students above KKM. while some have not reached KKM, because they are influenced by several external factors of environmental conditions around students and internally. The conclusion of this study is that the use of linktree learning media through discovery learning is less effective for improving student learning outcomes in geography subject chapter 1 class X in sub-material ten basic concepts of geography.

Keywords: *Discovery Learning, Geography Learning Outcomes, ADDIE Model, Linktree*