

## ABSTRAK

### PENGARUH MEDIA PEMBELAJARAN INTERAKTIF MATERI PERAKITAN KOMPUTER KELAS X TKJ BERBASIS APLIKASI *NEARPOD* TERHADAP MOTIVASI DAN HASIL BELAJAR SISWA DI SMK BUDI KARYA NATAR

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Penelitian ini bertujuan untuk mengetahui pengaruh penerapan media pembelajaran interaktif materi perakitan komputer kelas X Teknik Komputer Jaringan (TKJ) berbasis aplikasi *nearpod* yang telah dikembangkan oleh Rahmawati (2022) terhadap motivasi belajar dan hasil belajar siswa. Desain penelitian *quasi-experiment design* bentuk *nonequivalent control group* dengan melibatkan 40 siswa kelas X TKJ di SMK Budi Karya Natar. Instrumen yang digunakan angket skala motivasi belajar, tes pilihan ganda untuk hasil belajar kognitif, dan lembar penilaian ujian praktikum untuk hasil belajar psikomotorik. Teknik pengumpulan data dengan pemberian *pretest* dan *posttest* yang sebelumnya telah diuji validitas dan reliabilitas instrumen. Hasil penelitian menggunakan uji *Independent Sample T-test*, bahwa motivasi belajar, hasil belajar kognitif, dan hasil belajar psikomotorik di kelas eksperimen lebih tinggi dibandingkan kelas kontrol. Hasil uji ANCOVA menunjukkan bahwa penerapan media pembelajaran interaktif berbasis aplikasi *nearpod* memiliki dampak yang signifikan dalam meningkatkan motivasi belajar dan hasil belajar dengan nilai *effect size* motivasi belajar 2,908, hasil belajar kognitif 3,357, dan hasil belajar psikomotorik 1,458 dengan kategori besar. Melalui penerapan media pembelajaran interaktif berbasis aplikasi *nearpod* pada materi perakitan komputer menunjukkan peserta didik termotivasi dengan baik untuk meningkatkan keaktifan, pemahaman materi dan meningkatkan hasil belajar siswa di ranah kognitif dan psikomotorik.

**Kata Kunci :** hasil belajar, motivasi belajar, *nearpod*, perakitan komputer

## **ABSTRACT**

### ***THE INFLUENCE OF INTERACTIVE LEARNING MEDIA COMPUTER ASSEMBLY MATERIAL FOR CLASS X TKJ BASED ON THE NEARPOD APPLICATION ON STUDENTS' MOTIVATION AND LEARNING OUTCOMES AT BUDI KARYA NATAR VOCATIONAL SCHOOL***

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*This study aims to determine the effect of the application of interactive learning media for class X Computer and Network Engineering (TKJ) computer assembly materials based on the nearpod application that has been developed by Rahmawati (2022) on student motivation and learning outcomes. Quasi-experiment design of nonequivalent control group form research involving 40 grade X TKJ students at SMK Budi Karya Natar. The instruments used were learning motivation scale questionnaires, multiple-choice tests for cognitive learning outcomes, and practicum exam assessment sheets for psychomotor learning outcomes. Data collection techniques by providing pretests and posttests that have previously been tested for the validity and reliability of instruments. The results of the study used the Independent Sample T-test, that learning motivation, cognitive learning outcomes, and psychomotor learning outcomes in the experimental class were higher than the control class. The results of the ANCOVA test showed that the application of nearpod application-based interactive learning media had a significant impact on increasing learning motivation and learning outcomes with an effect size value of learning motivation 2,908, cognitive learning outcomes 3,357, and psychomotor learning outcomes 1,458 with large categories. Through the application of nearpod application-based interactive learning media on computer assembly materials, it shows that students are well motivated to increase activeness, understanding of the material and improve student learning outcomes in the cognitive and psychomotor domains.*

**Keywords:** *learning outcomes, learning motivation, nearpod, computer assembly*