

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN *SMART APPS CREATOR* (SAC) BERBASIS *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN HASIL BELAJAR PADA MATA PELAJARAN IPS

Oleh

Ilah Armilah

Penelitian ini dilatarbelakangi oleh adanya kebutuhan akan media pembelajaran berbasis teknologi yang dapat membantu meningkatkan hasil belajar peserta didik. Adapun tujuan penelitian ini adalah mengetahui tahapan dalam mengembangkan media pembelajaran *Smart Apps Creator* (SAC) berbasis *Problem Based Learning* (PBL), mengukur kelayakan media pembelajaran, mengukur efektivitas media pembelajaran dalam meningkatkan hasil belajar pada materi Kehidupan Masyarakat Indonesia Pada Masa Praaksara. Produk media pembelajaran *Smart Apps Creator* (SAC) berbasis *Problem Based Learning* (PBL) menggunakan model pengembangan ADDIE yaitu *Analyze* (Analisis), *Design* (Desain), *Develop* (Pengembangan), *Implement* (Implementasi), dan *Evaluate* (Evaluasi). Media pembelajaran *Smart Apps Creator* (SAC) yang dikembangkan dapat dikatakan valid dan layak digunakan setelah dilakukan perbaikan. Kevalidan dan kelayakan produk dibuktikan dengan hasil validasi oleh ahli media & desain dan ahli materi. Peneliti juga meminta penilaian respon pengguna dari produk yang dikembangkan yaitu peserta didik dan pendidik. Hasil penelitian menunjukkan bahwa penggunaan media pembelajaran *Smart Apps Creator* (SAC) berbasis *Problem Based Learning* (PBL) berdampak positif terhadap peningkatan hasil belajar kognitif peserta didik pada materi Kehidupan Masyarakat Indonesia pada Masa Praaksara. Dalam penelitian ini fungsi media pembelajaran antensi media visual dan afektif media visual terbukti mampu membantu peserta didik memahami materi dengan baik. Peserta didik menunjukkan peningkatan nilai hasil belajar yang signifikan antara *pretest* dan *posttest*.

Kata kunci : *Media Pembelajaran, Smart Apps Creator, Problem Based Learning, Masa Praaksara, Hasil Belajar.*

ABSTRACT

DEVELOPING SMART APPS CREATOR (SAC) LEARNING MEDIA BASED ON PROBLEM BASED LEARNING TO IMPROVE LEARNING OUTCOMES IN SOCIAL STUDIES SUBJECTS

By

Ilah Armilah

This research is motivated by the need for technology-based learning media that can help improve student learning outcomes. The purpose of this study is to determine the stages in developing Smart Apps Creator (SAC) learning media based on Problem Based Learning (PBL), measure the feasibility of learning media, measure the effectiveness of learning media in improving learning outcomes on the material of Indonesian Community Life in Prehistoric Times. The Smart Apps Creator (SAC) learning media product based on Problem Based Learning (PBL) uses the ADDIE development model, namely Analyze, Design, Develop, Implement, and Evaluate. The Smart Apps Creator (SAC) learning media that was developed can be said to be valid and feasible to use after improvements were made. The validity and feasibility of the product are proven by the validation results by media & design experts and material experts. The researcher also asked for an assessment of user responses from the products developed, namely students and educators. The results of the study showed that the use of Smart Apps Creator (SAC) learning media based on Problem Based Learning (PBL) had a positive impact on improving students' cognitive learning outcomes on the material of Indonesian Community Life in Prehistoric Times. In this study, the function of visual media attention learning media and affective visual media is proven to be able to help students understand the material well. Students showed a significant increase in learning outcomes between pretest and posttest.

Keywords: Learning Media, Smart Apps Creator, Problem Based Learning, Prehistoric Period, Learning Outcomes.