

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBANTUAN SMART APPS CREATOR PADA MATERI PENGARUH MANUSIA TERHADAP EKOSISTEM

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Penelitian ini bertujuan mengembangkan media pembelajaran berbasis *web* menggunakan *Smart Apps Creator* untuk melatih Keterampilan Berpikir Tingkat Tinggi (HOTS) pada siswa, untuk mengetahui kevalidan, kepraktisan, dan keefektifan media yang dikembangkan. Metode yang digunakan dalam penelitian ini adalah *Research and Development* (R&D) dengan model Alessi dan Trollip, yang meliputi tiga tahap utama, yaitu *planning*, *design*, dan *development*. Penelitian dilakukan di kelas VII SMP Negeri 18 Krui. Pengumpulan data dilakukan melalui instrumen berupa lembar angket ahli media, lembar angket ahli materi, angket persepsi guru, dan angket respons siswa. Analisis data untuk angket ahli media dan ahli materi menggunakan analisis skor, sementara angket persepsi guru dan respons siswa dianalisis berdasarkan persentase. Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *web* ini dinyatakan valid, praktis, dan efektif. Uji validitas menunjukkan bahwa media pembelajaran layak dan termasuk kategori sangat valid dengan skor 3,7 dari ahli media dan 3,8 dari ahli materi. Uji kepraktisan berdasarkan persepsi guru mencapai 96% dan respons siswa sebesar 86%, yang termasuk dalam kategori sangat praktis. Sedangkan uji efektivitas dari evaluasi Keterampilan Berpikir Tingkat Tinggi siswa mencapai 78%, dengan kategori sangat efektif. Dengan demikian, dapat disimpulkan bahwa media pembelajaran pada materi pengaruh manusia terhadap ekosistem ini memiliki validitas, kepraktisan, dan efektivitas yang tinggi serta mampu melatih Keterampilan Berpikir Tingkat Tinggi Siswa.

Kata Kunci : Keterampilan Berpikir Tingkat Tinggi, *Smart Apps Creator*, Media Pembelajaran, Pengaruh Manusia terhadap Ekosistem

ABSTRACT

DEVELOPMENT OF LEARNING MEDIA ASSISTED BY SMART APPS CREATOR ON THE MATERIAL HUMAN INFLUENCE ON ECOSYSTEMS

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This research aims to develop web-based learning media using Smart Apps Creator to train Higher Level Thinking Skills (HOTS) in students, to determine the validity, practicality, and effectiveness of the developed media. The method used in this research is Research and Development (R&D) with the Alessi and Trollip model, which includes three main stages, namely planning, design, and development. The research was conducted in class VII of SMP Negeri 18 Krui. Data collection was carried out through instruments in the form of a media expert questionnaire sheet, material expert questionnaire sheet, teacher perception questionnaire, and student response questionnaire. Data analysis for media expert and material expert questionnaires used score analysis, while teacher perception questionnaires and student responses were analyzed based on percentages. The results showed that this web-based learning media was valid, practical, and effective. The validity test showed that the learning media was feasible and included a very valid category with a score of 3.7 from media experts and 3.8 from material experts. The practicality test based on teacher perception reached 96% and student response was 86%, which is included in the very practical category. While the effectiveness test from the evaluation of students' Higher Level Thinking Skills reached 78%, with a very effective category. Thus, it can be concluded that this learning media on the material of human influence on ecosystems has high validity, practicality, and effectiveness and is able to train students' Higher Level Thinking Skills.

Keywords: *Higher Order Thinking Skills, Smart Apps Creator, Learning Media, Human Influence on Ecosystems*