

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS VIDEO INTERAKTIF BERBANTUAN *PLAYPOSIT* UNTUK MEREDUKSI *COGNITIVE LOAD* PADA KONSEP LINGKARAN

Oleh

CALSA FIRA ATVIKA

Penelitian ini menghasilkan produk media pembelajaran berbasis video interaktif berbantuan *playposit* untuk mereduksi *Cognitive Load* pada konsep lingkaran. Penelitian ini bertujuan untuk mendeskripsikan kevalidan, kepraktisan, dan keefektifan produk video pembelajaran interaktif guna mereduksi cognitive load peserta didik. Menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Penelitian dilaksanakan di SMA Negeri 1 Semendawai Timur pada peserta didik kelas XI. Teknik analisis data meliputi uji kevalidan, uji kepraktisan, dan uji keefektifan. Hasil uji kevalidan melalui uji ahli media memperoleh rata-rata skor keseluruhan sebesar 3,70 dan uji ahli materi memperoleh rata-rata skor keseluruhan sebesar 3,4 dimana keduanya termasuk dalam kategori sangat valid. Uji kepraktisan melalui angket persepsi guru memperoleh persentase sebesar 82,81% yang termasuk ke dalam kategori sangat praktis. Uji keefektifan melalui uji normalitas pada nilai kelas eksperimen mendapat hasil Sig. 0,055 dan nilai kelas kontrol mendapat hasil Sig. 0,063 dimana kedua nilai mendapat sig. $> 0,05$ yang berarti data berdistribusi normal. Uji homogenitas mendapat hasil Sig. $0,913 > 0,05$ yang berarti varian antar kelompok sama (data homogen). Uji *independent sample T-test* menghasilkan nilai Sig. (2-tailed) adalah $0,000 < 0,05$ yang berarti terdapat perbedaan yang signifikan antara kedua kelompok yang diuji. Berdasarkan hasil tersebut, dapat disimpulkan bahwa media pembelajaran berbasis video interaktif berbantuan *playposit* layak digunakan dan efektif dalam mereduksi *Cognitive Load* siswa.

Kata Kunci: Video, *PlayPosit*, *Cognitive Load*, Konsep Lingkaran

ABSTRACT

DEVELOPMENT OF INTERACTIVE VIDEO BASED LEARNING MEDIA ASSISTED BY PLAYPOSIT TO REDUCE COGNITIVE LOAD ON THE CONCEPT OF CIRCLES

By

CALSA FIRA ATVIKA

This research produces an interactive video-based learning media product assisted by PlayPosit to reduce cognitive load on the concept of a circle. This study aims to describe the validity, practicality, and effectiveness of interactive learning video products to reduce the cognitive load of students. Using the Research and Development (R&D) method with the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. The research was carried out at SMA Negeri 1 Semendawai Timur in grade XI students. Data analysis techniques include validity tests, practicality tests, and effectiveness tests. The results of the validity test, as assessed by the media expert test, obtained an overall average score of 3.70, and the material expert test obtained an overall average score of 3.4, both of which fall within the very valid category. The practicality test, through a teacher perception questionnaire, received a percentage of 82.81%, which is included in the very practical category. The effectiveness test, conducted through a normality test on the experimental class score got a Sig. 0.055 result and the control class score got a Sig. 0.063, where both values got a sig. > 0.05 , which indicates that the data is normally distributed. The homogeneity test received a result of Sig. $0.913 > 0.05$, which indicates that the variance between groups is the same (homogeneous data). The independent sample T-test yielded a Sig. (2-tailed) A value of $0.000 < 0.05$ indicates a statistically significant difference between the two groups tested. Based on these results, it can be concluded that PlayPosit- assisted interactive video-based learning media is feasible and effective in reducing students' Cognitive Load.

Keywords: Video, PlayPosit, Cognitive Load, Circle Concept