

ABSTRAK

PENGEMBANGAN *WEBSITE* MEDIA PEMBELAJARAN BERBASIS CANVA PADA MATA PELAJARAN INFORMATIKA UNTUK SISWA KELAS 10 SMA NEGERI 5 BANDAR LAMPUNG

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Penelitian ini bertujuan untuk mengembangkan *website* media pembelajaran berbasis Canva pada materi Dampak Sosial Informatika untuk siswa kelas X SMA Negeri 5 Bandarlampung. Penelitian menggunakan metode *Design-Based Research* (DBR) yang meliputi empat tahap, yaitu Analisis Masalah, Perancangan Solusi, Pengembangan dan Validasi, serta Implementasi dan Evaluasi Pengguna. Tahap analisis dilakukan melalui observasi, wawancara, serta penyebaran angket kebutuhan siswa untuk mengidentifikasi permasalahan pembelajaran dan kebutuhan media. Produk yang dikembangkan berupa *website* interaktif berisi halaman menu utama, tujuan pembelajaran, materi pembelajaran, ilustrasi profesi informatika, gambar pendukung, dan video pembelajaran. Validasi dilakukan oleh ahli media dan ahli materi dengan hasil masing-masing sebesar 88,33% dan 90%, yang menunjukkan bahwa produk berada pada kategori sangat valid. Uji kepraktisan melibatkan guru dan siswa kelas X dan menghasilkan persentase 87,5% dari guru serta 83,52% dari siswa, yang termasuk kategori sangat praktis. Hasil tersebut menunjukkan bahwa *website* media pembelajaran berbasis Canva layak digunakan sebagai alternatif media pembelajaran Informatika karena mudah diakses, menarik, dan mampu membantu pemahaman siswa terhadap materi.

Kata kunci: Canva, DBR, Informatika, Media Pembelajaran, *Website*.

ABSTRACT

DEVELOPMENT OF A CANVA-BASED LEARNING MEDIA WEBSITE FOR COMPUTER SCIENCE SUBJECTS FOR 10TH GRADE STUDENTS AT STATE HIGH SCHOOL 5 BANDAR LAMPUNG

By

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This study aims to develop a Canva-based learning media website on the subject of the Social Impact of Informatics for 10th grade students at SMA Negeri 5 Bandarlampung. The study uses the Design-Based Research (DBR) method, which consists of four stages, namely Problem Analysis, Solution Design, Development and Validation, and Implementation and User Evaluation. The analysis stage was conducted through observation, interviews, and distribution of student needs questionnaires to identify learning problems and media needs. The product developed was an interactive website containing a main menu page, learning objectives, learning materials, illustrations of informatics professions, supporting images, and learning videos. Validation was carried out by media experts and material experts with results of 88.33% and 90%, respectively, indicating that the product was highly valid. The practicality test involved teachers and 10th grade students and resulted in a percentage of 87.5% from teachers and 83.52% from students, which was considered highly practical. These results indicate that the Canva-based learning media website is suitable for use as an alternative learning medium for computer science because it is easily accessible, attractive, and able to help students understand the material.

Keyword: Canva, DBR, Informatics, Learning Media, Website.