

## ABSTRAK

### PENGEMBANGAN VIDEO PEMBELAJARAN INTERAKTIF BERBASIS *EDPUZZLE* PADA PEMBELAJARAN INFORMATIKA KELAS X SMA

Oleh:

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Penelitian ini bertujuan untuk mengembangkan media video pembelajaran interaktif berbasis *Edpuzzle* serta mengetahui tingkat validitas, kepraktisan, dan efektivitasnya pada pembelajaran Informatika kelas X SMA. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan model 4D (*define, design, develop, disseminate*). Subjek penelitian adalah siswa kelas X SMAN 2 Tulang Bawang Tengah, dengan uji efektivitas menggunakan desain *one group pre-test–post-test*. Teknik pengumpulan data menggunakan angket dan tes, meliputi angket validasi ahli untuk menilai validitas, angket respon guru dan siswa untuk mengukur kepraktisan, serta tes hasil belajar berupa *pre-test* dan *post-test* untuk menguji efektivitas. Hasil penelitian menunjukkan bahwa media dinyatakan valid dengan nilai Aiken's V ahli materi sebesar 0,88 dan ahli media sebesar 0,92, serta dinyatakan praktis dengan persentase kepraktisan guru sebesar 83,33% dan siswa sebesar 87,22%. Media juga terbukti efektif dengan peningkatan nilai rata-rata *pre-test* sebesar 47,96 menjadi 88,33 pada *post-test*, nilai *N-Gain* sebesar 0,78 dengan kategori tinggi, dan hasil uji *Wilcoxon Signed Rank Test* yang menunjukkan nilai signifikansi (*Asymp. Sig. 2-sided*)  $< 0,001$ . Dengan demikian, media video pembelajaran interaktif berbasis *Edpuzzle* yang dikembangkan dinyatakan valid, praktis, dan efektif untuk digunakan dalam pembelajaran Informatika kelas X SMA.

**Kata Kunci:** *edpuzzle*, media pembelajaran, model 4D, video interaktif

## **ABSTRACT**

### **DEVELOPMENT OF AN EDPuzzle-BASED INTERACTIVE LEARNING VIDEO FOR GRADE 10 INFORMATICS AT SENIOR HIGH SCHOOL**

**By:**

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*This study aims to develop an Edpuzzle-based interactive learning video and to determine its validity, practicality, and effectiveness in Informatics learning for grade X senior high school students. This research is a Research and Development (R&D) study using the 4D model (define, design, develop, disseminate). The research subjects were grade X students of SMAN 2 Tulang Bawang Tengah, and the effectiveness was tested using a one-group pre-test post-test design. Data collection techniques used questionnaires and tests, including expert validation questionnaires to assess validity, teacher and student response questionnaires to measure practicality, and learning outcome tests in the form of pre-tests and post-tests to examine effectiveness. The results showed that the media was valid, with Aiken's V scores of 0.88 from the material expert and 0.92 from the media expert, and practical, with practicality percentages of 83.33% from the teacher and 87.22% from the students. The media was also proven effective, as indicated by an increase in the average pre-test score from 47.96 to 88.33 in the post-test, an N-Gain score of 0.78 categorized as high, and the Wilcoxon Signed Rank Test result showing a significance value (Asymp. Sig. 2-tailed) < 0.001. Therefore, the developed Edpuzzle-based interactive learning video is valid, practical, and effective for use in Informatics learning for grade X senior high school students.*

**Keywords:** 4D model, edpuzzle, interactive video, learning media