

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS APLIKASI *LECTORA INSPIRE* PADA MATA PELAJARAN INFORMATIKA UNTUK MENINGKATKAN HASIL BELAJAR KELAS X

Oleh:

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Penelitian ini bertujuan mengembangkan media pembelajaran interaktif berbasis aplikasi *Lectora Inspire* pada mata pelajaran Informatika materi organisasi dan arsitektur komputer kelas X SMK Negeri 9 Bandar Lampung serta mengetahui kelayakan, kepraktisan, dan keefektifannya dalam meningkatkan hasil belajar. Penelitian menggunakan metode *Research and Development* (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Subjek penelitian meliputi 29 siswa kelas X AKL untuk uji efektivitas, 5 siswa dan 1 guru untuk uji kepraktisan, serta validator ahli media dan ahli materi untuk uji validitas. Instrumen penelitian berupa angket validasi, angket kepraktisan, serta tes *pretest-posttest*. Analisis data menggunakan Aiken's V, persentase, dan *N-Gain*. Uji prasyarat normalitas dilakukan dengan *Shapiro-Wilk*; karena data tidak berdistribusi normal (Sig. < 0,05), pengujian perbedaan *pretest* dan *posttest* menggunakan *Wilcoxon Signed Rank Test*. Hasil penelitian menunjukkan media valid dengan nilai Aiken's V $\geq 0,80$ pada seluruh aspek. Media sangat praktis dengan persentase kepraktisan 97% (guru) dan 98% (siswa). Uji efektivitas menunjukkan peningkatan rata-rata nilai dari 51,21 (*pretest*) menjadi 86,90 (*posttest*) dengan *N-Gain* 0,71 (70,78%) kategori tinggi, serta perbedaan yang signifikan ($p < 0,001$). Dengan demikian, media pembelajaran interaktif berbasis *Lectora Inspire* dinyatakan valid, sangat praktis, dan efektif untuk meningkatkan hasil belajar siswa kelas X.

Kata Kunci: media pembelajaran interaktif, *Lectora Inspire*, Informatika, ADDIE, hasil belajar

ABSTRACT

DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON LECTORA INSPIRE APPLICATION IN INFORMATICS SUBJECT TO IMPROVE THE LEARNING OUTCOMES OF TENTH-GRADE STUDENTS

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This study aimed to develop an interactive learning media using Lectora Inspire for Informatics subject on the topic of computer organization and architecture for Grade X students at SMK Negeri 9 Bandar Lampung, and to determine its validity, practicality, and effectiveness in improving learning outcomes. The study employed a Research and Development (R&D) method using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The participants consisted of 29 Grade X AKL students for the effectiveness test, 5 students and 1 teacher for the practicality test, and expert validators (media and content experts) for the validity assessment. Research instruments included validation questionnaires, practicality questionnaires, and pretest–posttest questions. Data were analyzed using Aiken's V , percentage analysis, and N-Gain. Normality was tested using the Shapiro–Wilk test; since the data were not normally distributed ($\text{Sig.} < 0.05$), the difference between pretest and posttest scores was examined using the Wilcoxon Signed Rank Test. The results indicated that the media was valid with Aiken's $V \geq 0.80$ across all aspects. The media was categorized as highly practical, with practicality percentages of 97% (teacher) and 98% (students). Effectiveness analysis showed an increase in the mean score from 51.21 (pretest) to 86.90 (posttest), with an N-Gain of 0.71 (70.78%) in the high category, and a significant difference ($p < 0.001$). Therefore, the Lectora Inspire-based interactive learning media is valid, highly practical, and effective in improving Grade X students' learning outcomes.

Keywords: *interactive learning media, Lectora Inspire, Informatics, ADDIE, learning outcomes.*