

ABSTRAK

Muhammad Zoel Satriyo, 1202050077 (2025). “Pengembangan Media Pembelajaran Interaktif Berbasis *Anime Character* Berbantuan Aplikasi Lumio”

Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar siswa pada materi statistika. Tujuan dari penelitian ini adalah untuk (1) mendeskripsikan proses pengembangan media pembelajaran interaktif berbasis karakter anime berbantuan aplikasi Lumio, serta (2) menganalisis kelayakan dan kepraktisan dari media tersebut. Penelitian ini menggunakan metode Penelitian dan Pengembangan (R&D) dengan model ADDIE. Subjek penelitian terdiri dari para ahli (materi dan media) untuk uji kelayakan, serta 22 siswa kelas XI dan seorang guru matematika untuk uji kepraktisan. Data dikumpulkan melalui lembar validasi, angket respons berbasis UTAUT, dan observasi. Hasil penelitian menunjukkan bahwa media pembelajaran Petualangan Statistika berhasil dikembangkan melalui lima tahapan ADDIE. Berdasarkan penilaian para ahli, media dinyatakan Layak untuk digunakan setelah melalui revisi. Berdasarkan respons pengguna, media dinilai Sangat Praktis oleh siswa dan guru, terutama pada aspek kemenarikan visual dan kemudahan penggunaan. Disimpulkan bahwa media yang dikembangkan layak dan praktis untuk digunakan sebagai sumber belajar alternatif yang berpotensi meningkatkan minat dan keterlibatan siswa dalam pembelajaran statistika.

Kata Kunci: Media Pembelajaran Interaktif, Karakter Anime, Lumio, Kelayakan Media, Kepraktisan Media, Statistika, Penelitian dan Pengembangan.

ABSTRACT

Muhammad Zoel Satriyo, 1202050077 (2025). “Developing an Anime Character-Based Interactive Learning Media Using the Lumio Application”

This research was motivated by the low learning motivation of students in statistics material. The objectives of this study were to (1) describe the development process of an anime character-based interactive learning media using the Lumio application, and (2) analyze the feasibility and practicality of the media. This study employed a Research and Development (R&D) method using the ADDIE model. The research subjects consisted of experts (material and media) for the feasibility test, as well as 22 eleventh-grade students and a mathematics teacher for the practicality test. Data were collected through expert validation sheets, UTAUT-based response questionnaires, and observation. The results showed that the Statistics Adventure interactive learning media was successfully developed through the five stages of ADDIE. Based on the experts' assessment, the media was declared Feasible for use after revisions. Based on user responses, the media was rated Very Practical by students and the teacher, especially regarding its visual attractiveness and ease of use. It is concluded that the developed media is feasible and practical to be used as an alternative learning resource that has the potential to increase student interest and engagement in learning statistics.

Keywords: Interactive Learning Media, Anime Character, Lumio, Media Feasibility, Media Practicality, Statistics, Research and Development (R&D).