

ABSTRAK

Tiara Noor Syfa, 1222050168, 2026, “Pengembangan Media *Treasure Map* Berbantuan *Genially* Terhadap Kemampuan Pemahaman Matematis Peserta Didik”

Rendahnya kemampuan pemahaman matematis peserta didik Indonesia, sebagaimana ditunjukkan oleh hasil PISA 2022 skor 366, di bawah rata-rata OECD sebesar 472, serta minimnya penggunaan media pembelajaran interaktif pada materi garis dan sudut menjadi latar belakang penelitian ini. Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Treasure Map* berbantuan *Genially* terhadap kemampuan pemahaman matematis peserta didik SMP pada materi garis dan sudut. Metode yang digunakan adalah *Research and Development* dengan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Uji coba terdiri atas peserta didik uji coba skala kecil 12 peserta didik dan uji coba skala besar 30 peserta didik. Data dikumpulkan melalui wawancara, validasi ahli media dan ahli materi, angket respons peserta didik, tes kemampuan pemahaman matematis, dan dokumentasi. Hasil penelitian menunjukkan bahwa media yang dikembangkan valid, dengan persentase validasi ahli media meningkat dari valid menjadi sangat valid setelah revisi, sedangkan validasi ahli materi sangat valid. Tingkat kepraktisan media berada pada kategori sangat praktis, pada uji coba skala kecil dan skala besar. Efektivitas media ditunjukkan efektif pada uji coba skala kecil dan meningkat menjadi sangat efektif pada uji coba skala besar. Perlu dicatat bahwa implementasi media dilaksanakan dalam satu kali pertemuan, sehingga hasil efektivitas tersebut merupakan gambaran awal mengenai potensi media dan belum dapat menggambarkan dampaknya secara berkelanjutan. Dengan demikian, media *Treasure Map* berbantuan *Genially* dinyatakan valid dan sangat praktis, serta menunjukkan potensi efektif sebagai alternatif media pembelajaran pada materi garis dan sudut untuk mendukung kemampuan pemahaman matematis peserta didik.

Kata Kunci: *Treasure Map*, *Genially*, media pembelajaran, garis dan sudut; kemampuan pemahaman matematis.

ABSTRACT

Tiara Noor Syfa, 1222050168, 2026, “Development of a Genially-Assisted Treasure Map Learning Media for Students' Mathematical Understanding”

The low mathematical understanding ability of Indonesian students, as shown by the 2022 PISA results with a score of 366, below the OECD average of 472, along with the limited use of interactive learning media on the topic of lines and angles, forms the background of this study. This study aims to develop a Genially-assisted Treasure Map learning media for junior high school students' mathematical understanding ability on the topic of lines and angles. The method used was Research and Development with the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The trials involved 12 students in the small-scale trial and 30 students in the large-scale trial. Data were collected through interviews, media and material expert validation, student response questionnaires, mathematical understanding tests, and documentation. The results showed that the developed media was valid, with the media expert validation percentage increasing from valid to very valid after revision, while the material expert validation was very valid. The practicality level of the media was in the very practical category in both the small-scale and large-scale trials. The effectiveness of the media was shown to be effective in the small-scale trial and increased to very effective in the large-scale trial. It should be noted that the implementation of the media was carried out in only one meeting, so the effectiveness results represent an initial indication of the media's potential and cannot yet describe its sustained impact. Thus, the Genially-assisted Treasure Map media is declared valid and very practical, and shows effective potential as an alternative learning media on the topic of lines and angles to support students' mathematical understanding ability.

Keywords: *Treasure Map, Genially, learning media, lines and angles, mathematical understanding ability.*