

ABSTRAK

Adi Julianto Kusnadi, 1192050001 (2026). Pengembangan Video Interaktif Matematika Berbasis *HTML5 Package* Dalam Meningkatkan Pemahaman Konsep Matematis Siswa.

Kemampuan pemahaman konsep matematis merupakan komponen penting bagi siswa dalam menafsirkan dan menerapkan konsep dalam menyelesaikan permasalahan matematika yang masih perlu ditingkatkan. Salah satu upaya untuk meningkatkan kemampuan pemahaman konsep matematis adalah dengan penggunaan media pembelajaran yang menarik dan praktis, salah satunya yaitu video interaktif matematika berbasis *HTML5 Package*. Penelitian ini bertujuan untuk mengembangkan media video interaktif matematika berbasis *HTML5 Package* yang layak, praktis, dan efektif dalam meningkatkan pemahaman konsep matematis siswa. Penelitian ini menggunakan metode penelitian dan pengembangan dengan model ADDIE (*Analyze, Design, Development, Implementation, dan Evaluation*). Instrumen penelitian yang digunakan berupa lembar keterlaksanaan, observasi, wawancara, angket, dan tes pemahaman konsep matematis. Hasil penelitian menunjukkan bahwa video interaktif matematika berbasis *HTML5 Package* yang dikembangkan memperoleh persentase validasi ahli materi sebesar 92,50%, validasi ahli media sebesar 83,33%, respons siswa sebesar 85,52%, dan hasil tes pemahaman konsep matematis memperoleh 70,00% siswa mencapai nilai KKM. Berdasarkan hasil penelitian, video interaktif matematika berbasis *HTML5 Package* yang dikembangkan dinyatakan layak, sangat praktis, dan efektif digunakan dalam meningkatkan pemahaman konsep matematis siswa.

Kata Kunci: Pengembangan Media, Video Interaktif, *HTML5 Package*, Pemahaman Konsep Matematis.

ABSTRACT

Adi Julianto Kusnadi, 1192050001 (2026). *Development of HTML5 Package Based Interactive Math Videos in Improving Students' Understanding of Mathematical Concepts.*

The ability to understand mathematical concepts is an important component for students in interpreting and applying concepts to solve math problems, which still needs to be improvement. One way to improve this ability is by using learning media that is engaging and practical, one of which is interactive math videos based on HTML5 Package. This study aims to develop interactive math video media based on the HTML5 Package that is feasible, practical, and effective in enhancing students' understanding of mathematical concepts. This research uses a research and development method with the ADDIE model (Analyze, Design, Development, Implementation, and Evaluation). The research instruments used included implementation sheets, observations, interviews, questionnaires, and mathematical concept understanding tests. The results showed that the interactive math video based on the HTML5 Package that was developed received a material expert validation percentage of 92,50%, media expert validation of 83,33%, student response of 85,52%, and 70,00% of students reached the KKM score in the mathematical concept understanding test. Based on the results, the developed HTML5 Package-based interactive math video is considered suitable, very practical, and effective for improving students' understanding of mathematical concepts.

Keywords: Media Development, Interactive Video, HTML5 Package, Understanding Mathematical Concepts.