

ABSTRACT

DEWI WIJAYANTI: *“Development of Video Interactive Learning Media Based On Problem Based Learning Model in Class X Environmental Materials.”*
(Research on class X MIA Students at SMA Ksatria Nusantara Padaherang).

Abstract. Based on observations, the module used by the biology teacher at SMA Ksatria Nusantara Padaherang has shortcomings such as colorless and unclear images and language that is difficult to understand. Video is an audio-visual media that clarifies the presentation of ideas and can illustrate, as well as provide a more real picture, the researchers developed interactive learning media in the form of videos based on the Problem Based Learning model that raised environmental material and was packaged with environmental issues and the current state of the environmental. This study aims to describe the stages of media development, analyze media validity, analyze media readability, and determine media responses to environmental materials. This research method applies a quantitative and qualitative approach, the method used is R&D (Research and Development), with 3-D stages (Define, Design, Development). The instruments used include a validation test sheet for interactive video media based on problem based learning, readability sheets and response sheets for class X students of SMA Ksatria Nusantara Padaherang. Based on the analysis of the validation test on media experts obtained 81.26%, material experts obtained 75% and linguists obtained 72.58% with a suitable category for use. The results of the readability test obtained 25.2 with very good criteria, and the results of student responses obtained 89.58% with a very positive category. This shows that interactive video media based on problem based learning models on environmental materials are easily understood by students and are suitable for use as learning media in schools.

Keywords: *Learning media, problem based learning (PBL) models, video interactive media, environment*

ABSTRAK.

DEWI WIJAYANTI: “Pengembangan Media Pembelajaran Interaktif Video Berbasis Model *Problem Based Learning* Pada Materi Lingkungan Kelas X” (Penelitian pada Siswa Kelas X MIA SMA Ksatria Nusantara Padaherang).

Abstrak. Berdasarkan hasil observasi, modul yang digunakan guru biologi SMA Ksatria Nusantara Padaherang memiliki kekurangan seperti gambar yang tidak berwarna serta kurang jelas dan bahasa yang sulit dipahami. Video adalah media *audio visual* yang memperjelas sajian ide dan dapat mengilustrasikan, serta memberikan gambaran yang lebih nyata, maka peneliti mengembangkan media pembelajaran interaktif berupa video dengan berbasis model *Problem Based Learning* yang mengangkat materi Lingkungan yang dikemas dengan isu-isu lingkungan. Penelitian ini bertujuan untuk mendeskripsikan tahapan pengembangan media, menganalisis validitas media, menganalisis keterbacaan media, dan mengetahui respon media pada materi lingkungan. Metode penelitian ini menerapkan pendekatan kuantitatif dan kualitatif, metode yang digunakan R&D (*Research and Development*), dengan tahapan 3-D (*Define, Design, Development*). Instrumen yang digunakan meliputi lembar uji validasi media interaktif video berbasis *problem based learning*, lembar keterbacaan dan lembar respon siswa kelas X SMA Ksatria Nusantara Padaherang. Berdasarkan analisis uji validasi pada ahli media diperoleh 81,26%, ahli materi diperoleh 75% dan ahli bahasa diperoleh 72,58% dengan kategori layak untuk digunakan. Hasil uji keterbacaan diperoleh 25,2 dengan kriteria sangat baik, dan hasil respon siswa diperoleh 89,58% dengan kategori sangat positif. Hal ini menunjukkan bahwa media interaktif video berbasis model *problem based learning* pada materi lingkungan mudah dipahami oleh siswa dan layak di gunakan sebagai media pembelajaran disekolah.

Kata Kunci: Media pembelajaran, model *problem based learning* (PBL), media interaktif video, lingkungan.