

Dwi Ayu Nurfa'izah. 2022. *Pengembangan Media Pembelajaran Interaktif Lectora Inspire Berbasis Etnosains Jamu Pada Materi Zat Aditif dan Adiktif*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Ana Yuniasti Retno Wulandari.

ABSTRAK

Media *Lectora Inspire* merupakan perangkat lunak yang dapat dimanfaatkan sebagai pembelajaran interaktif. Tujuan penelitian ini adalah untuk mengetahui kelayakan dan respons peserta didik terhadap media pembelajaran interaktif *lectora inspire* berbasis etnosains jamu pada materi zat aditif dan adiktif. Penelitian ini termasuk penelitian pengembangan model ADDIE (*Analyze, Design, Developmentt, Implementation, dan Evaluate*). Sebelum melakukan uji coba, harus melalui validasi aspek media dan aspek materi oleh para ahli dan guru IPA, serta melalui uji *one-to-one trial* dan uji kelompok kecil. Subjek uji coba penelitian terdiri dari 20 peserta didik kelas VIII di MTs Muhammadiyah 1 Palang, Tuban dengan menggunakan teknik sampling jenuh. Hasil penelitian menunjukkan bahwa : (1) Persentase validitas rata-rata kelayakan media dan materi sebesar 90,73% dengan kategori sangat layak dan 92,68% untuk reliabilitas datanya masuk kategori sangat reliabel; (2) Respons peserta didik terhadap media pembelajaran interaktif *lectora inspire* dikategorikan sangat baik berdasarkan nilai persentase sebesar 82,10%. Hal tersebut menunjukkan bahwa media pembelajaran interaktif *lectora inspire* berbasis etnosains jamu pada materi zat aditif dan adiktif sangat layak digunakan dalam pembelajaran.

Kata kunci: etnosains jamu, kelayakan, media *lectora inspire*, respons peserta didik

Dwi Ayu Nurfa'izah. 2022. *Development of Lectora Inspire Interactive Learning Media Based on Herbal Ethnoscience on Additive and Addictive Substances*. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor : Ana Yuniasti Retno Wulandari.

ABSTRACT

Lectora Inspire is a software that can be used as interactive learning. The purpose of this study was to determine the feasibility and response of students to the interactive learning media *Lectora inspire* based on herbal ethnoscience on additive and addictive substances. This research includes ADDIE model development research (*Analyze, Design, Development, Implementation, and Evaluate*). Before conducting the trial, the media and material aspects must be validated by science experts and teachers, as well as through a *one-to-one trial* and small group test. The subject of the research trial consisted of 20 class VIII students at MTs Muhammadiyah 1 Palang, Tuban using a saturated sampling technique. The results showed that: (1) the average validity percentage of media and materials was 90.73% in the very feasible category and 92.68% for the reliability of the data in the very reliable category; (2) The response of students to the interactive learning media *Lectora inspire* is categorized as very good based on the percentage value of 82.10%. This shows that the interactive learning media *Lectora inspire* based on herbal ethnoscience on additive and addictive substances is very feasible to use in learning.

Keywords: herbal medicine ethnoscience, feasibility, media *lectora inspire*, student response