

Sri Rejeki, 2023. *Pengembangan Media Pembelajaran Interaktif Berbasis Literasi Digital Berbantuan Smart App Creator Materi Pencemaran Lingkungan*. Skripsi. Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura, Dosen Pembimbing Dwi Bagus Rendy Astid Putera.

ABSTRAK

Media pembelajaran interaktif berbasis literasi digital sangat jarang ditemukan dalam pembelajaran khususnya pada pembelajaran IPA. Berdasarkan hasil pra penelitian di MTs PSM Randublatung siswa menganggap bahwa mata pelajaran IPA sangat sulit dan membosankan dikarenakan pembelajaran kurang didukungnya penggunaan media pembelajaran yang sesuai dengan materi. Solusi yang dapat diberikan yaitu dengan mengembangkan media pembelajaran interaktif berbasis literasi digital berbantuan *Smart App Creator* materi pencemaran lingkungan. Penelitian pengembangan ini bertujuan untuk mengetahui kelayakan produk dan respons siswa terhadap media. Penelitian ini menggunakan model pengembangan ADDIE oleh Branch (*Analysis, design, development, Implementasi & Evaluation*). Penelitian ini dilakukan di MTs PSM Randublatung dengan populasi seluruh siswa kelas VII. Sampel yang digunakan untuk uji *One-to-one* dan uji kelompok kecil yaitu kelas VII-D, sedangkan untuk *implementasi* yaitu kelas VII-C dengan jumlah 28 siswa pada semester genap tahun ajaran 2022/2023. Teknik pengumpulan data menggunakan angket validasi ahli media, ahli materi dan respons siswa. Berdasarkan penelitian dapat disimpulkan bahwa: (1) pengembangan media pembelajaran interaktif berbasis literasi digital berbantuan *Smart App Creator* materi pencemaran lingkungan layak digunakan dengan rata-rata nilai validasi dari validator ahli media sebesar 1, ahli materi sebesar 0,878 dengan kategori sangat layak digunakan. (2) Respons siswa memperoleh nilai rata-rata sebesar 97,559% dengan kategori sangat baik.

Kata kunci: Literasi digital, media pembelajaran interaktif, pencemaran lingkungan.

Sri Rejeki, 2023. *Development of Digital Literacy-Based Interactive Learning Media Assisted by Smart App Creator on Environmental Pollution*. Thesis. Science Education Study Program, Faculty of Education, Trunojoyo University, Madura. The advisor is Dwi Bagus Rendy Astid Putera.

ABSTRACT

Interactive learning media based on digital literacy is very rarely found in learning, especially in science learning. Based on the results of pre-research at MTs PSM Randublatung students consider that science subjects are very difficult and boring because learning does not support the use of learning media that are appropriate to the material. The solution that can be given is to develop interactive learning media based on assisted digital literacySmart App Creator environmental pollution material. This development research aims to determine the feasibility of the product and students' responses to the media. This study uses a development modelADDIE by Branch (Analysis, design, development, Implementasi & Evaluation). This research was conducted at MTs PSM Randublatung with a population of all students of class VII. The sample used for the testOne-to-one and small group test, namely class VII-D, while for implementation in class VII-C with a total of 28 students in the even semester of the 2022/2023 academic year. Data collection techniques used validation questionnaires from media experts, material experts and student responses. Based on the research it can be concluded that: (1) development of interactive learning media based on assisted digital literacySmart App Creator environmental pollution material is suitable for use with an average validation value from the media expert validator of 1, material expert of 0.878 with a very suitable category for use. (2) Student responses obtained an average score of 97.559% in the very good category.

Keywords: *Digital literacy, interactive learning media, environmental pollution.*