

Diana Rizki Latifah, 2019. *Pengembangan Media VLog dengan Pendekatan Science-Edutainment untuk Meningkatkan Motivasi Belajar dan Pemahaman Konsep*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Mochammad Ahied dan Pembimbing II Ana Yuniati Retno Wulandari.

ABSTRAK

Penelitian ini merupakan penelitian *Research and Development* (RnD) dengan menggunakan model *ADDIE* (*Analysis, Design, Development, Implementation, and Evaluation*). Tujuan penelitian ini untuk mengetahui kelayakan produk, adanya perbedaan *pretest-posttest* motivasi belajar dan pemahaman konsep, keterlaksanaan pembelajaran, respon siswa serta peningkatan motivasi dan pemahaman konsep. Penelitian ini menggunakan metode *pre-experimental* dengan desain *One-Group Pretest-Posttest Design* dan dilaksanakan di SMPN 5 Bangkalan, populasi siswa kelas VII pada materi Sistem Tata Surya. Teknik pengambilan sampel menggunakan *purposive sampling*, dengan sampel sebanyak satu kelas VII G. Teknik analisis data menggunakan uji-t berpasangan dan uji n-gain. Berdasarkan hasil penelitian dapat disimpulkan bahwa: (1) kelayakan media 78,6% termasuk kategori valid dan kelayakan materi 92% termasuk kategori sangat valid, (2) ada perbedaan motivasi belajar sebelum dan sesudah diterapkan pembelajaran dengan media VLog diperoleh nilai $-t_{hitung} < t_{tabel} < t_{hitung}$ ($-4,674 < 2,086 < 4,674$), sehingga H_0 ditolak dan H_1 diterima, (3) ada perbedaan pemahaman konsep sebelum dan sesudah diterapkan pembelajaran dengan media VLog diperoleh nilai $-t_{hitung} < t_{tabel} < t_{hitung}$ ($-9,311 < 2,086 < 9,311$), sehingga H_0 ditolak dan H_1 diterima, (4) keterlaksanaan pembelajaran memiliki kriteria sangat baik, (5) respon siswa positif, (6) peningkatan motivasi belajar pada kategori sedang, (7) peningkatan pemahaman konsep pada kategori sedang.

Kata kunci: motivasi belajar, pemahaman konsep, *science-edutainment*, VLog

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ABSTRACT

This research is a Research and Development (RnD) used ADDIE (Analysis, Design, Development, Implementation, and Evaluation). The purpose of this research is to determine the product validity, the difference motivation learning and understanding concepts after VLog media with a science-edutainment approach was applied, the implementation of learning, response student and increased motivation and understanding of concepts. This research used a pre-experimental method with One-Group Pretest-Posttest Design and at SMPN 5 Bangkalan , a class VII student population in the Solar System material. The sampling technique used purposive sampling, with a sample of one class VII G. The data analysis technique used paired t-test and n-gain test. Based on the results of the research it can be concluded that: (1) media feasibility 78.6% including valid categories and material feasibility 92% including very valid categories, (2) there are differences in learning motivation before and after applied learning with VLog media obtained values $-t_{count} < t_{table} < t_{count}$ ($-4,674 < 2,086 < 4,674$), so that H_0 was rejected and H_1 was accepted, (3) there is a difference in understanding concepts before and after applied learning with VLog media obtained values $-t_{count} < t_{table} < t_{count}$ ($-9,311 < 2,086 < 9,311$), so that H_0 was rejected and H_1 was accepted, (4) the implementation of learning has very good criteria, (5) positive student responses, (6) increasing learning motivation in the medium category, (7) increasing understanding of concepts in the medium category.

Keywords: *concept understanding, learning motivation, science-edutainment, VLog*