ABSTRACT

This study aims to develop interactive learning media with a deep learning approach on the human respiratory system material for grade VIII students of SMP Sriwedari Malang that is valid and feasible to use in the learning process. This research uses the Research and Development (R&D) method with the ADDIE development model which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. However, this research was only carried out up to the Development stage. The research subjects were grade VIII students of SMP Sriwedari Malang. Data collection instruments included expert validation sheets, student response questionnaires, interviews, and documentation. Data were analyzed quantitatively using a Likert scale and qualitatively based on validator suggestions. The results showed that the developed interactive learning media received a very valid assessment from experts. Material expert validation reached a percentage of 97% with a very valid category.

Media expert validation obtained a percentage of 83.33% with a very valid category. Practitioner expert validation obtained a percentage of 95.38% with a very valid category. Student responses in the small-scale trial reached 86.03% and in the large-scale trial reached 92.22%, both included in the very good category. This interactive learning media can be used as an alternative science learning media that is interesting, interactive, and supports the deep learning approach to help students understand the human respiratory system material. This research integrates the deep learning approach (meaningful, mindful, and joyful learning) into Canva-based interactive learning media equipped with interactive worksheets, Wordwall quizzes, and learning reflections. **Keywords: Interactive Learning Media; Deep Learning; Human Respiratory System; ADDIE; Canva**.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif dengan pendekatan deep learning pada materi sistem pernapasan manusia untuk peserta didik kelas VIII SMP Sriwedari Malang yang valid dan layak digunakan dalam proses pembelajaran. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahap: Analysis, Design, Development, Implementation, dan Evaluation. Namun, penelitian ini hanya dilaksanakan hingga tahap Development. Subjek penelitian adalah peserta didik kelas VIII SMP Sriwedari Malang. Instrumen pengumpulan data meliputi lembar validasi ahli, angket respon peserta didik, wawancara, dan dokumentasi. Data dianalisis secara kuantitatif menggunakan skala Likert dan kualitatif berdasarkan saran validator. Hasil penelitian menunjukkan bahwa media pembelajaran interaktif yang dikembangkan memperoleh penilaian sangat valid dari para ahli. Validasi ahli materi mencapai persentase 97% dengan kategori sangat valid.

Validasi ahli media memperoleh persentase 83,33% dengan kategori sangat valid. Validasi ahli praktisi memperoleh persentase 95,38% dengan kategori sangat valid. Respons peserta didik pada uji coba skala kecil mencapai 86,03% dan pada uji coba skala besar mencapai 92,22%, keduanya termasuk dalam kategori sangat baik. Media pembelajaran interaktif ini dapat digunakan sebagai alternatif media pembelajaran IPA yang menarik, interaktif, dan mendukung pendekatan deep learning untuk membantu peserta didik memahami materi sistem pernapasan manusia. Penelitian ini mengintegrasikan pendekatan deep learning (meaningful, mindful, dan joyful learning) ke dalam media pembelajaran interaktif berbasis Canva yang dilengkapi dengan LKPD interaktif, kuis Wordwall, dan refleksi pembelajaran.

Kata Kunci: Media Pembelajaran Interaktif; Deep Learning; Sistem Pernapasan Manusia; ADDIE; Canv