ABSTRAK

Penelitian ini berjudul "Pengembangan Media Belajar Video Menggunakan Aplikasi Canva pada Materi Gerak Lurus Beraturan (GLB) di Kelas XA SMA Negeri 1 Seponti". Penelitian ini bertujuan untuk menghasilkan suatu produk media pembelajaran yang valid dan efektif di SMA Negeri 1 Seponti. Model pengembangan penelitian menggunakan model ADDIE yang dimodifikasi menjadi ADD (*Analize, Design, and Development*). Instrumen penelitian yang digunakan adalah lembar validasi yaitu validasi ahli media dan dari ahli materi serta pengambilan data respon siswa dilakukan di kelas XA SMA Negeri 1 Seponti sejumlah 32 siswa aktif. Kevalidan produk dinilai oleh empat orang validator, terdiri dari 2 orang ahli media dan 2 orang ahli materi. Hasil validasi dari ahli media dengan persentase skor rata-rata 88,75% kategori "Sangat Layak" (SL), hasil validasi dari ahli media dengan persentase skor rata-rata 82% kategori "Sangat Layak" (SL), dan hasil respon siswa dengan persentase skor rata-rata 80% kategori "Baik"(B). Berdasarkan data hasil penelitian dapat diketahui bahwa produk Pengembangan Media Belajar Video Menggunakan Aplikasi Canva pada Materi Gerak Lurus Beraturan (GLB) di Kelas XA SMA Negeri 1 Seponti sudah memenuhi kriteria sangat dan efektif untuk digunakan dalam proses pembelajaran.

Kata kunci : Pengembangan, Media Belajar, Video, Canva, Gerak Lurus Beraturan

ABSTRACT

This research is entitled "Development of Video Learning Media Using the Canva Application on the Material of Regular Straight Motion (RSM) in Class XA of SMA Negeri 1 Seponti". This study aims to produce a learning media product that is valid and effective in SMA Negeri 1 Seponti. The research development model uses the ADDIE model which is modified to become ADD (Analyze, Design, and Development). The research instrument used was a validation sheet, namely validation from media experts and material experts as well as data collection on student responses in class XA SMA Negeri 1 Seponti with a total of 32 active students. Product validity was assessed by four validators, consisting of 2 media experts and 2 material experts. Validation results from media experts with an average score percentage of 88.75% in the "Very Eligible" (VE) category, validation results from media experts with an average score percentage of 82% in the "Very Eligible" (VE) category, and student response results with an average score percentage of 80% in the "Good" category (G). Based on the research data, it can be seen that the product of Development of Video Learning Media Using the Canva Application on the Material of Regular Straight Motion (RSM) in Class XA SMA Negeri 1 Seponti meets the criteria for being very and effective for use in the learning process.

Keyword : Development, Learning Media, Video, Canva, Straight Alignment