

ABSTRAK

Penggunaan media pembelajaran di SMP Negeri 5 Metro belum berbasis teknologi dan hanya menggunakan media pembelajaran yang berbasis cetak. Penelitian pengembangan ini bertujuan untuk mengembangkan produk media pembelajaran berbasis pemecahan masalah berbantu *website google sites* pada materi statistika. Pengembangan ini menggunakan tahapan ADDIE, yaitu: *Analysis, Design, Development, Implementation, Evaluation*. Namun pada penelitian ini tidak sampai tahap implementasi. Instrumen pengumpulan data yang dilakukan berupa lembar wawancara dan lembar angket (validasi ahli materi dan desain, serta kepraktisan produk). Berdasarkan hasil penelitian dan pengembangan yang dapat dilihat dari persentase ahli materi dan bahasa sebesar 81,3% dan ahli desain sebesar 79,4% sehingga diperoleh rata-rata persentase sebesar 80,35% yang termasuk dalam kategori sangat valid. Hasil uji kepraktisan diperoleh rata-rata persentase sebesar 87,6% yang termasuk dalam kategori sangat praktis. Media pembelajaran berbasis pemecahan masalah berbantu *website google sites* pada materi statistika telah memenuhi kriteria sangat valid dan sangat praktis.

Kata kunci: Media Pembelajaran, Pengembangan, Pemecahan Masalah, *Website Google Sites*

ABSTRACT

The use of learning media at SMP Negeri 5 Metro is not Technology based and only uses print-based learning media. This development research aims to develop a problem-solving learning media product assisted by the Google Sites Website on statistics material. This development uses the ADDIE stages, namely: Analysis, Design, Development, Implementation, Evaluation. However, this study did not reach the implementation stage. The data collection instruments used were interview sheets and questionnaire sheets (validation of material and design experts, and product practicality). Based on the results of the research and development that can be seen from the presentation of material and language experts of 81.3% and design experts of 79.4%, an average percentage of 80.35% was obtained, which is included in the very valid category. The results of the practicality test obtained an average percentage of 87.6% which is included in the very practical category. Problem-solving-based learning media assisted by the Google Sites website on statistics material has met the criteria of being very valid and very practical.

Keywords: Learning Media, Development, Problem Solving, Google Sites Website