

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media interaktif berbasis *animasi flash* yang dapat meningkatkan keterampilan berpikir kritis siswa, pada materi sistem pencernaan manusia. Desain penelitian dan pengembangannya menggunakan model (*R & D*) diadopsi dari Borg & Gall (2003), dengan cara studi pendahuluan, pengembangan produk, dan pengujian produk. Pengembangan Media pembelajaran interaktif berbasis *animasi flash* diujikan pada siswa kelas VIII di SMP Negeri 2 Pardasuka tahun pelajaran 2020/2021, menggunakan rancangan uji coba luas dan uji coba terbatas. Metode pengumpulan data adalah angket, wawancara, observasi dan tes, teknik analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif. Hasil penelitian pengembangan divalidasi ahli konstruksi, ahli materi, dan ahli bahasa. Media interaktif berbasis *animasi flash* yang dikembangkan memiliki kelayakan yang tinggi berdasarkan aspek kemenarikan dan aspek kemanfaatan. Hasil nilai perencanaan (78,80) kategori baik dan pelaksanaan pembelajarannya (78,7) kategori baik. dan aktivitas siswa dalam pembelajaran Tinggi yaitu (80,62%). Respon siswa terhadap media interaktif sangat positif. Kesimpulan hasil penelitian, yaitu media interaktif berbasis *animasi flash* yang dikembangkan efektif untuk meningkatkan keterampilan berpikir kritis siswa dengan perolehan N-Gain hasil pretes dan post test sebesar 0,71.

Kata kunci : media interaktif, *animasi flash*, sistem pencernaan, Keterampilan berpikir kritis.

ABSTRACT

This study aims to develop interactive media based on flash animation that can improve students' critical thinking skills in the human digestive system. The research and development design using the model (*R & D*) was adopted from Borg & Gall (2003), by means of preliminary studies, product development, and product testing. The development of interactive learning media based on flash animation was tested on grade VIII students at SMP Negeri 2 Pardasuka for the 2020/2021 academic year, using a broad trial design and limited trials. Data collection methods are questionnaires, interviews, observation and tests, data analysis techniques use qualitative and quantitative descriptive analysis. The results of development research are validated by construction experts, material experts, and linguists. The developed interactive media based on flash animation has a high feasibility based on aspects of attractiveness and aspects of benefit. The results of the planning score (78.80) are in good category and the implementation of learning (78.7) is in good category. and student activities in higher learning, namely (80.62%). Student response to interactive media was very positive. The conclusion of the research, namely interactive media based on flash animation which was developed effectively to improve students' critical thinking skills with the acquisition of N-Gain pretest and posttest results of 0.71.

Keywords: interactive media, flash animation, digestive system, skills critical