

## ABSTRAK

### PENGEMBANGAN MEDIA PEMBELAJARAN MENGGUNAKAN APLIKASI BENIME BERBASIS PROBLEM BASED LEARNING UNTUK MENINGKATKAN HASIL BELAJAR SISWA SMAN 1 PANAI HILIR

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Media pembelajaran merupakan salah satu alat yang digunakan dalam kegiatan proses belajar mengajar. Ini dilakukan untuk merangsang pola belajar dan mendukung keberhasilan proses belajar mengajar untuk mencapai tujuan pembelajaran secara efektif, terutama media pembelajaran yang memanfaatkan teknologi. Berdasarkan hasil observasi di sekolah SMAN 1 Panai Hilir belum sepenuhnya memanfaatkan teknologi dalam media pembelajaran. Sehingga proses pembelajaran kurang menarik dan menurunnya hasil belajar peserta didik dalam pembelajaran matematika. Dengan demikian artikel ini bertujuan untuk mengembangkan media pembelajaran menggunakan aplikasi benime berbasis problem based learning (pbl) untuk meningkatkan hasil belajar siswa. Pengembangan media pembelajaran menggunakan model 4-D Thiagarajan. Subjek penelitian adalah siswa kelas XII IPA-1 dengan jumlah sebanyak 30 siswa. Analisis data penelitian ini ialah skala likert dan N-gain. Berdasarkan hasil penelitian, media pembelajaran dinyatakan valid dengan nilai rata-rata 86% pada kriteria "sangat layak", praktis dengan nilai rata-rata 89% pada kriteria "sangat praktis, efektif dengan nilai rata-rata 83% pada kriteria "sangat efektif" dan peningkatan hasil belajar siswa dengan nilai gain sebesar 0,63 dalam kategori "sedang".

**Kata kunci:** Media Pembelajaran, Benime, Model 4-D, Problem Based Learning, Dan Hasil Belajar

**ABSTRACT**

**DEVELOPMENT OF LEARNING MEDIA USING THE BENIME  
APPLICATION BASED ON PROBLEM BASED LEARNING  
TO IMPROVE STUDENT LEARNING OUTCOMES OF  
SMAN 1 PANAI HILIR**

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Learning media is one of the tools which is used in teaching and learning process activities. This is done to stimulate learning patterns and support the success of the teaching and learning process to achieve learning goals effectively, especially learning media that utilizes technology. Based on the results of the observations at SMAN 1 Panai Hilir, they have not fully utilized technology in learning media so the learning process is less interesting and the student learning outcomes in mathematics learning decrease. Thus, this article aims to develop learning media using the Benime application based on problem based learning (PBL) to improve the student learning outcomes. Development of learning media using the Thiagarajan 4-D model. The research subjects were the students of class XII IPA-1 with a total of 30 students. The data analysis for this research is on a Likert scale and N-gain. Based on the research results, learning media was declared valid with an average score of 86% on the "very feasible" criteria, practical with an average score of 89% on the "very practical, effective" criteria with an average score of 83% on the "very effective" criteria and the increase of the student learning outcomes with a gain value of 0.63 in the "medium" category.

**Keywords:** Learning Media, Benime, 4-D Model, Problem Based Learning, and Learning Outcomes

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