

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBANTUAN  
APLIKASI *ASSEMBLR EDU* PADA MATERI TEKS EKSPANASI UNTUK  
MENINGKATKAN *HOTS* SISWA KELAS XI

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif pada materi teks eskplanasi untuk meningkatkan *HOTS* siswa kelas XI SMKS MMA UISU MEDAN. Populasi penelitian ini yaitu siswa kelas XI-AKL, XI-OTKP dan kelas XI-TKJ dengan jumlah 120 siswa. Sampel penelitian ini yaitu kelas XI-OTKP yang berjumlah 43 siswa. Instrumen penelitian yang digunakan yaitu angket dengan teknik pengumpulan data berupa observasi, kuisisioner dan tes. Jenis penelitian ini adalah *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE yang terdiri dari tahap *Analyze* (Analisis), *Design* (Desain), *Development* (Pengembangan), *Implementation* (Implementasi) dan *Evaluation* (Evaluasi). Hasil penelitian ini menunjukkan bahwa media pembelajaran interaktif berbantuan aplikasi *Assemblr Edu* pada kelas XI-OTKP SMKS MMA UISU MEDAN mendapat kategori layak. Berdasarkan hasil penilaian ahli materi I mendapat kriteria "sangat layak" dengan persentase (87%) dan ahli materi II mendapat kriteria "sangat layak" dengan persentase (92%), hasil penilaian ahli media I mendapat kriteria "sangat layak" denga persentase (87%) dan ahli media II mendapatkan kriteria "layak" dengan persentase (80%), dan hasil penilaian guru mendapat kriteria "sangat layak" dengan persentase (90%). Hasil uji pelaksanaan lapangan dengan 43 siswa kelas XI-OTKP SMKS MMA UISU MEDAN mendapat kriteria "efektif" dengan persentase (82,2%) dan hasil uji *pre-test* dan *post-test* meningkat sebesar 0,34 dan masuk ke dalam kategori "sedang".

**Kata kunci:** pengembangan, media pembelajaran, aplikasi *Assemblr Edu*, teks eksplanasi

**THE DEVELOPMENT OF INTERACTIVE LEARNING MEDIA USING  
ASSEMBLR-EDU APPLICATION ON EXPLANATION TEXT MATERIAL TO  
IMPROVE HOTS OF CLASS XI**

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**ABSTRACT**

*This study aimed to develop interactive learning media on explanation text material to improve HOTS of class XI of SMKS MMA UISU MEDAN. The population of this study were students of class XI-AKL, XI-OTKP and class XI-TKJ with a total as 120 students. The sample of this study was class XI-OTKP as 43 students. The research instrument used was a questionnaire with data collection techniques in the form of observation, questionnaires and tests. This research used Research and Development (R&D) by using ADDIE development model consisting of Analyze, Design, Development, Implementation and Evaluation stages. The results of this study indicate that interactive learning media assisted by the Assembler Edu application in class XI-OTKP SMKS MMA UISU MEDAN received a feasible category. Based on the results of the assessment of material expert I, the criteria were "very feasible" or 87% and material expert II received the criteria "very feasible" or 92%, the results of the assessment of media expert I received the criteria "very feasible" or 87% and media expert II received the criteria "feasible" or 80%, and the results of the teacher's assessment received the criteria "very feasible" or 90%. The results of the field implementation test with 43 students of class XI-OTKP SMKS MMA UISU MEDAN received the criteria "effective" or 82.2% and the results of the pre-test and post-test increased by 0.34 and entered the "moderate" category.*

**Keywords: development, learning media, Assembler Edu application, explanatory text**

Medan, 13 November 2024

*Chairperson*

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