

# **PENGEMBANGAN MEDIA *FLASHCARD* BERBANTUAN *PIXELLAB* PADA MATERI CERPEN DI KELAS XI SMA NEGERI 2 LUBUK PAKAM**

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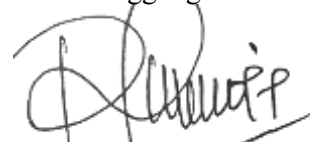
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## **ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan, menguji kelayakan dan keefektifan respon guru dan siswa terhadap media ajar *flashcard* berbantuan *pixellab* pada materi cerpen di kelas XI SMA Negeri 2 Lubuk Pakam. Populasi penelitian ini yakni 394 siswa dan sampel yang digunakan berjumlah 36 siswa yakni kelas XI F. Jenis penelitian ini adalah *Research and Develoment (R&D)* dengan menggunakan model *4D* dari Thiagarajan yang terdiri dari 4 tahap yaitu, pendefinisian (*define*), desain (*design*), pengembangan (*development*), penyebaran/diseminasi (*dissemination*). Hasil penelitian ini menunjukkan bahwa produk hasil pengembangan dinyatakan layak berdasarkan hasil penilaian ahli materi I mendapatkan kriteria nilai “Sangat Layak” dengan presentase (94%) dan ahli materi II mendapatkan kriteria nilai “Layak” dengan persentase (84%). Hasil persentase ahli desain I mendapatkan kriteria “Sangat Layak” dengan presentase (94%), dan ahli desain II mendapatkan kriteria nilai “Layak” dengan presentase (80%). Hasil dari respon guru Bahasa Indonesia mendapatkan kriteria “Sangat Layak” dengan presentase (96%), hasil dari respon peserta didik mendapatkan kriteria “Sangat Efektif” dengan presentase (87,8%). Tahap memperoleh data juga dilakukan dengan wawancara guru dan siswa. Berdasarkan penilaian tersebut maka dapat disimpulkan media ajar *flashcard* berbantuan *pixellab* pada materi cerpen di kelas XI SMA Negeri 2 Lubuk Pakam layak dan efektif digunakan sebagai sumber referensi tambahan dalam pembelajaran.

**Kata Kunci: Pengembangan Media Ajar *Flashcard*, *Pixellab*, Cerpen**

Penanggung Jawab



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**THE DEVELOPMENT OF *PIXELLAB*-ASSISTED FLASHCARD MEDIA IN SHORT  
STORY MATERIAL FOR GRADE XI STUDENTS AT SMA NEGERI 2 LUBUK  
PAKAM**

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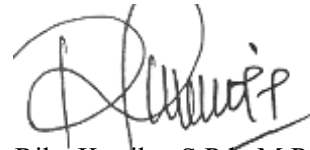
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**ABSTRACT**

This study aimed to develop, test the feasibility, and examine the effectiveness of teacher and student responses toward the use of *Pixellab*-assisted flashcard learning media in short story material for class XI at SMA Negeri 2 Lubuk Pakam. The population consisted of 394 students, and sample as 36 students from class XI F. This research applied the Research and Development (R&D) method by using the 4D model by Thiagarajan, that includes four stages: define, design, development, and dissemination. The results showed that the developed product was declared feasible based on expert evaluations. Material expert I rated it “Highly Feasible” or 94%, while material expert II rated it “Feasible” or 84%. Design expert I rated it “Highly Feasible” or 94%, and design expert II rated it “Feasible” or 80%. The Indonesian language teacher’s response showed a “Highly Feasible” or 96%, while student responses indicated “Highly Effective” or 87.8%. Data collection was also carried out through teacher and student interviews. Based on these assessments, it can be concluded that the *Pixellab*-assisted flashcard learning media in short story material for class XI students at SMA Negeri 2 Lubuk Pakam is feasible and effective to be used as an additional reference source in the learning process.

**Keywords:** Flashcard Learning Media Development, *Pixellab*, Short Story

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