

ABSTRAK

Sembiring, Octavina Geeraldin Claudya, 2026. *Pengembangan Video Pembelajaran Interaktif Matematika Dengan Konteks Kemaritiman Sebagai Media Pembelajaran Mendalam Untuk Siswa SMP Kelas VIII*. Skripsi. Tanjungpinang: Jurusan Pendidikan Matematika, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I : Dr. Nur Izzati, S.Pd., M.Si. Pembimbing II: Mirta Fera, S.Pd., M.Sc.

Kata Kunci: Video Pembelajaran Interaktif Matematika, Kemaritiman, Pembelajaran Mendalam

Penelitian ini bertujuan untuk menghasilkan video pembelajaran interaktif matematika dengan konteks kemaritiman sebagai media pembelajaran mendalam untuk siswa SMP kelas VIII yang valid dan praktis. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) yang menggunakan model ADD (*Analyze, Design, Development*). Produk dikembangkan menggunakan platform Powtoon dan diintegrasikan dengan Edpuzzle sebagai media interaktif. Teknik pengumpulan data dilakukan melalui wawancara, observasi, dan angket. Instrumen penelitian yang digunakan meliputi lembar validasi ahli media, ahli materi, dan ahli bahasa, serta lembar praktikalitas oleh pendidik dan peserta didik. Teknik analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa rata-rata penilaian validitas dari ahli media, ahli materi, dan ahli bahasa sebesar 93,04% dengan kriteria sangat valid. Hasil uji praktikalitas oleh pendidik dan peserta didik memperoleh rata-rata 93,16% dengan kriteria sangat praktis. Berdasarkan hasil tersebut, video pembelajaran interaktif matematika dengan konteks kemaritiman sebagai media pembelajaran mendalam untuk siswa SMP kelas VIII dinyatakan sangat valid dan sangat praktis.

ABSTRACT

Sembiring, Octavina Geeraldin Claudya, 2026. *Development of Interactive Mathematics Learning Videos with a Maritime Context as a Deep Learning Medium for Eighth Grade Junior High School Students*. Thesis. Tanjungpinang: Mathematics Education Study Program, Faculty of Teacher Training and Education. Raja Ali Haji Maritime University. First Advisor: : Dr. Nur Izzati, S.Pd., M.Si. Second Advisor II: Mirta Fera, S.Pd., M.Sc.

Keywords: Interactive Mathematics Learning Video, Maritime Context, Deep Learning

This study aimed to develop an interactive mathematics learning video with a maritime context as a deep learning medium for eighth-grade junior high school students that is valid and practical. This study employed the Research and Development (R&D) method using the ADD (Analyze, Design, Development) model. The product was developed using the Powtoon platform and integrated with Edpuzzle as an interactive learning medium. Data were collected through interviews, observations, and questionnaires. The research instruments consisted of validation sheets completed by media experts, material experts, and language experts, as well as practicality questionnaires completed by teachers and students. The data were analyzed using qualitative and quantitative descriptive analysis. The results showed that the average validity score assessed by the media, material, and language experts was 93.04%, which was categorized as very valid. The average practicality score obtained from teachers and students was 93.16%, which was categorized as very practical. Based on these findings, the interactive mathematics learning video with a maritime context as a deep learning medium for eighth-grade junior high school students was categorized as very valid and very practical.