

ABSTRAK

AKBAR, MARDA TILLAHI. 2026. Pengembangan Media Pembelajaran Prosedurku Berbasis *Genially* Berbantuan *Canva* Pada Materi Teks Prosedur Kelas IX Sekolah Menengah Pertama Negeri 16 Tanjungpinang Tahun Pelajaran 2025/2026. Skripsi. Tanjungpinang: Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I: Dra. Isnaini Leo Shanty, M.Pd. Pembimbing II: Siti Habiba, Lc., M.Ag.

Kata kunci: pengembangan, media pembelajaran, siswa

Penelitian ini bertujuan mengembangkan media pembelajaran Prosedurku berbasis *Genially* berbantuan *Canva* pada materi teks prosedur siswa kelas IX Sekolah Menengah Pertama Negeri 16 Tanjungpinang. Pembelajaran teks prosedur masih menghadapi kendala berupa keterbatasan pemanfaatan media digital, dominasi metode konvensional, serta rendahnya keterlibatan dan motivasi siswa. Meskipun fasilitas teknologi seperti proyektor dan komputer telah tersedia, penggunaannya belum terintegrasi secara optimal dalam media pembelajaran yang dapat diakses mandiri oleh siswa. Penelitian ini menggunakan metode Penelitian dan Pengembangan (Research and Development) dengan model 4D, yang meliputi tahap define, design, dan development. Produk yang dihasilkan berupa media pembelajaran digital yang mengintegrasikan unsur visual, audio, dan interaksi, sehingga dapat digunakan secara daring maupun luring. Subjek penelitian meliputi ahli materi, ahli media, guru Bahasa Indonesia, serta siswa kelas IX yang terdiri atas 10 siswa pada uji coba kelompok kecil dan 31 siswa pada uji coba kelompok besar. Teknik pengumpulan data dilakukan melalui wawancara, angket validasi ahli, dan angket kelayakan media. Data dianalisis menggunakan teknik deskriptif kualitatif dan deskriptif kuantitatif. Hasil penelitian menunjukkan bahwa media memperoleh nilai validitas 97% dari ahli media dan 99% dari ahli materi dengan kualifikasi sangat valid. Uji kepraktisan menunjukkan persentase 83% pada kelompok kecil, 86% pada kelompok besar, dan 89% berdasarkan penilaian guru dengan kualifikasi sangat praktis. Dengan demikian, Media Pembelajaran Prosedurku dinyatakan valid dan praktis untuk digunakan dalam pembelajaran teks prosedur siswa kelas IX.

ABSTRACT

AKBAR, MARDA TILLAHI. 2026. Development of “My Procedures” Learning Media Based on *Genially* and Assisted by *Canva* for Procedural Text Material for 9th Grade Students at State Junior High School 16 Tanjungpinang for the 2025/2026 School Year. Thesis. Tanjungpinang: Indonesian Language and Literature Education Study Program, Faculty of Teacher Training and Education, Raja Ali Haji Maritime University. Supervisor I: Dra. Isnaini Leo Shanty, M.Pd. Supervisor II: Siti Habiba, Lc., M.Ag.

Keywords: development, interactive learning media, students

This study aims to develop interactive learning media based on *Genially* and assisted by *Canva* for procedural text material for ninth-grade students at Sekolah Menengah Pertama Negeri 16 Tanjungpinang. Procedural text learning still faces obstacles in the form of limited use of digital media, the dominance of conventional methods, and low student engagement and motivation. Although technological facilities such as projectors and computers are available, their use has not been optimally integrated into learning media that can be accessed independently by students. This study uses the Research and Development method with the 4D model, which includes the define, design, and development stages. The product is an interactive digital learning medium that integrates visual, audio, and interactive elements, so it can be used both online and offline. The research subjects included subject matter experts, media experts, Indonesian language teachers, and ninth-grade students, consisting of 10 students in a small group trial and 31 students in a large group trial. Data collection techniques were conducted through interviews, expert validation questionnaires, and media feasibility questionnaires. The data were analyzed using quantitative and quantitative descriptive techniques. The results of the study show that the media obtained a validity score of 97% from media experts and 99% from subject matter experts with highly valid qualifications. The practicality test showed a percentage of 83% in small groups, 86% in large groups, and 89% based on teacher assessment with a highly practical qualification. Thus, the Prosedurku interactive learning media is declared valid and practical for use in teaching procedural texts to ninth-grade students.