

ABSTRAK

Prayogi, Restu Nanda. 2025. "Pengembangan Media Pembelajaran Interaktif Materi Membaca Puisi di Kelas VIII SMP/MTs Berbasis *Smart Apps Creator* (SAC)". Skripsi. Purwokerto: Fakultas Ilmu Budaya, Universitas Jenderal Soedirman.

Proses pembelajaran membaca puisi di kelas VIII SMP menghadapi tantangan, seperti kesulitan siswa dalam mendeklamasikan puisi, keterbatasan referensi teknik membaca puisi, serta pemanfaatan teknologi yang belum optimal. Penelitian ini bertujuan untuk mengetahui analisis kebutuhan, mengembangkan dan menguji kelayakan media pembelajaran interaktif berbasis *Smart Apps Creator* (SAC) sebagai solusi inovatif. Penelitian ini merupakan *Research and Development* (R&D) dengan menggunakan pendekatan mix method dan model *Analysis, Design, Development, Implementation, Evaluation* (ADDIE). Hasil analisis kebutuhan menunjukkan bahwa 97,78% guru dan 91,48% siswa memerlukan media pembelajaran interaktif. Aplikasi Siswa Membaca Puisi (ASMP) divalidasi oleh ahli materi (skor 0,92) dan ahli media (skor 0,94), keduanya dalam kategori sangat layak. Uji coba terhadap 69 siswa menunjukkan respons positif dengan tingkat kelayakan 88,25%. Hasil penelitian menunjukkan bahwa media pembelajaran interaktif, yang dikembangkan dengan SAC, tidak hanya memenuhi kebutuhan pembelajaran, tetapi juga meningkatkan minat siswa dalam membaca puisi. Dengan tingkat kelayakan tinggi, ASMP dapat menjadi alat pendukung efektif dalam pembelajaran membaca puisi di SMP/MTs.

Kata kunci: media pembelajaran interaktif, membaca, puisi, *Smart Apps Creator*

ABSTRACT

Prayogi, Restu Nanda. 2025. "Development of Interactive Learning Media for Poetry Reading Material in Eighth-Grade Junior High School (SMP/MTs) Based on Smart Apps Creator (SAC)." Undergraduate Thesis. Purwokerto: Faculty of Cultural Sciences, Jenderal Soedirman University.

The process of learning poetry reading in eighth-grade junior high school faces several challenges, such as students' difficulties in declaiming poetry, limited references on poetry reading techniques, and the suboptimal use of technology. This study aims to analyze learning needs, develop, and assess the validity of an interactive learning media based on Smart Apps Creator (SAC) as an innovative solution. This research employs the Research and Development (R&D) method with a mixed-methods approach and used the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The needs analysis results indicate that 97.78% of teachers and 91.48% of students require interactive learning media. The Aplikasi Siswa Membaca Puisi (ASMP) was validated by content experts (score: 0.92) and media experts (score: 0.94), both categorized as highly valid. A trial involving 69 students demonstrated a positive response, with validity rating of 88.25%. The results indicate that the interactive learning media, developed using SAC, not only addresses learning needs but also enhances students' interest in reading poetry. With its high validity, the ASMP application can serve as an effective supporting tool for poetry reading learning in junior high schools.

Keywords: interactive learning media, reading, poetry, Smart Apps Creator