ABSTRAK

**Nada, Imroatun. 2024**. *Pengembangan Media Pembelajaran Berbasis Kodular Berbantuan QuizWhizzer Untuk Meningkatkan Minat Belajar Matematika Siswa Pada Materi Statistika.* Skripsi Jurusan Pendidikan Matematika Universitas Peradaban. Pembimbing, Sofri Rizka Amalia, M.Pd.

# Rendahnya minat belajar matematika siswa dikarenakan kurangnya pemahaman akan manfaat materi matematika di kehidupan sehari–hari serta media pembelajaran yang digunakan tidak berbasis teknologi sehingga peralatan teknologi yang ada di sekolah kurang dimanfaatkan. Rumusan masalah penelitian ini adalah bagaimana pengembangan media pembelajaran berbasis kodular berbantuan *QuizWhizzer* untuk meningkatkan minat belajar matematika berdasarkan kevalidan?, bagaimana pengembangan media pembelajaran berbasis kodular berbantuan *QuizWhizzer* untuk meningkatkan minat belajar matematika siswa berdasarkan kepraktisan?, bagaimana pengembangan media pembelajaran berbasis Kodular dan *QuizWhizzer* untuk meningkatkan minat belajar matematika siswa berdasarkan keefektifan?. Penelitian ini bertujuan untuk mengembangkan dan menghasilkan produk berupa media pembelajaran menggunakan kodular berbantuan *QuizWhizzer* dan untuk mengetahui perbedaan minat belajar siswa sebelum dan sesudah penggunaan media pembelajaran. Pengembangan menggunakan model *Four-D* (4D) yang meliputi tahap *Define* (Pendefinisian), *Design* (Merancang), *Development* (Pengembangan), *Dessemination* (Penyebaran). Teknik pengumpulan data yang digunakan wawancara, angket. Instrumen yang digunakan pada penelitian ini adalah angket validasi media, angket validasi materi, angket respon siswa (kepraktisan) dan angket minat (keefektifan). Teknik analisis data menggunakan uji validitas, reabilitas, uji noemalitas, uji *paired sample t-test* dan juga uji N gain. Hasil penelitian ini adalah: (1) Pengembangan media pembelajaran dengan menggunakan kodular berbantuan *QuizWhizzer* materi statistika sangat valid digunakan untuk meningkatkan minat belajar siswa. (2) uji coba produk media pembelajaran menggunakan kodular berbantuan *QuizWhizzer* materi statistika terhadap peserta didik memperokeh presentase rata-rata sebesar 72,917% dalam kriteria Praktis. (3) Peningkatan minat belajar siswa menggunakan Media pembelajaran menggunakan kodular berbantuan *QuizWhizzer* materi statistika berdasarkan skor gain sebesar 0,51 dengan kriteria sedang. Saran peneliti diharapkan media pembelajaran kodular berbantuan *QuizWhizzer* ini dapat digunakan sebagai alat bantu dalam proses pembelajaran dan dapat dikembangkan lagi untuk menghasilkan produk yang lebih menarik serta effisien.

Kata Kunci : Media Pembelajaran, Kodular, *QuizWhizzer*, Minat Belaja

***ABSTRACT***

***Nada, Imroatun. 2024.*** *Development of QuizWhizzer-Assisted Codular-* Based Learning Media to Increase Students' Interest in Learning Mathematics in Statistics Materials. Thesis, Department of Mathematics Education, University of Civilization. Supervisor, Sofri Rizka Amalia, M.Pd.

*The low interest in learning mathematics of students is due to a lack of* understanding of the benefits of mathematics materials in daily life and the learning media used is not technology-based so that the technological equipment in schools is underutilized. The formulation of thus research problem is how to develop kodular-based learning media with the help of QuizWhizzer to increase students interest in learning mathematics based on validity?, How to develop kodular-based learning media with the help of QuizWhizzer to increase students interest in learning mathematics based on practicality?, How to develop kodular-based learning media with the help of QuizWhizzer to increase students interest in learning mathematics based on effectiviness?. This research aims to develop and produce products in the form of learning media using QuizWhizzer-assisted codular and to find out the differences in students' learning interests before and after the use of learning media. Development uses a Four-D (4D) model which includes the stages of Define, Design, Development, and Dessemination. Data collection techniques used interviews, questionnaires. The instruments used in this study were media validation questionnaires, material validation questionnaires, student response questionnaires (practicality) and interest questionnaires (effectiveness). The data analysis technique uses validity tests, reliability, noemality tests, paired sample t-tests and also N gain tests. The results of this study are: (1) The development of learning media using code-assisted QuizWhizzer statistical materials is very valid to be used to increase students' interest in learning. (2) the trial of learning media products using coded with the help of QuizWhizzer statistical material on students achieved an average percentage of 72.917% in the Practical criteria. (3) Increase in students' interest in learning using learning media using codeular-assisted QuizWhizzer statistical material based on a gain score of 0.51 with moderate criteria. The researcher's suggestion is that this QuizWhizzer-assisted codular learning media can be used as a tool in the learning process and can be developed again to produce more attractive and efficient products.

*Keywords: Learning Media, Kodular, QuizWhizzer, Learning Interest*