**ABSTRAK**

**Komah, Isti. 2024.** *Pengembangan Media Pembelajaran Berbasis Mind Mapping Berbantuan Gitmind Pada Materi Matriks Kelas XI.* Skripsi. Jurusan Pendidikan Matematika Universitas Peradaban. Pembimbing, Eka Farida Fasha, S.Si., M.Pd.

 Penelitian ini bertujuan untuk mengembangkan dan menghasilkan produk berupa media pembelajaran *Mind Mapping* yang valid dan praktis agar dapat diterapkan sebagai media pembelajaran matematika pada materi matriks untuk siswa kelas XI SMA Bustanul ‘Ulum NU Bumiayu. Jenis penelitian yang digunakan adalah *Research and Development* (R&D) yang dikembangkan menggunakan model *Four-D* (4D) yang meliputi tahap *Define (Pendefinisian), Design (Merancang), Development (Pengembangan), Dessemination (Penyebaran)*. Teknik pengumpulan data yang digunakan wawancara, observasi, kuisioner atau angket. Subjek penelitian adalah kelas XI SMA Bustanul ‘Ulum NU Bumiayu yang berjumlah 34 siswa. Instrumen penelitian yang digunakan adalah angket validasi media dan materi serta angket respon siswa dan guru. Hasil penelitian ini adalah: (1) Pengembangan media pembelajaran dengan menggunakan *Mind Mapping* materi matriks valid digunakan berdasarkan penilaian ahli media sebesar 96,6% dan ahli materi sebesar 93,3% dengan kriteria “Sangat Valid”. (2) Uji coba produk media pembelajaran menggunakan *Mind Mapping* materi matriks terhadap siswa memperokeh presentase sebesar 86,49% dalam kriteria “Sangat Praktis”. Berdasarkan hasil penelitian, penggunaan media pembelajaran dapat dikatakan layak dengan kategori valid dan praktis.

**Kata Kunci :** Media Pembelajaran, *Mind Mapping***,** Matriks

***ABSTRACK***

***Komah, Isti. 2024.*** *Development of Mind Mapping Based Learning Media Assisted by Gitmind on Class XI Matrix Material. Thesis. Department of Mathematics Education, Peradaban University. Supervisor, Eka Farida Fasha, S.Si., M.Pd.*

*This research aims to develop and produce a product in the form of Mind Mapping learning media that is valid and practical so that it can be applied as a mathematics learning media on matrix material for class XI SMA Bustanul 'Ulum NU Bumiayu students. The type of research used is Research and Development (R&D) which was developed using the Four-D (4D) model which includes the Define, Design, Development and Dessemination stages. Data collection techniques used were interviews, observation, questionnaires or questionnaires. The research subjects were class XI SMA Bustanul 'Ulum NU Bumiayu, totaling 34 students. The research instruments used were media and material validation questionnaires as well as student and teacher response questionnaires. The results of this research are: (1) Development of learning media using Mind Mapping, valid matrix material used based on the assessment of media experts at 96.6% and material experts at 93.3% with the criteria "Very Valid". (2) Testing learning media products using Mind Mapping matrix material on students achieved a percentage of 86.49% in the "Very Practical" criteria. Based on the research results, the use of learning media can be said to be feasible in the valid and practical categories.*

***Keywords****: Learning Media, Mind Mapping, Matrix*