

ABSTRAK

Yanti Isnia Dwi 2025. Pengembangan media video *digital storytelling* materi trigonometri untuk peserta didik kelas X SMK. Skripsi. Program Studi Pendidikan Matematika Universitas PGRI Delta Sidoarjo. Dosen Pembimbing: 1) Intan Bigita Kusumawati, S.Pd., M.Pd 2) Dr. Lailatul Mubarokah, S.Pd., M.Pd.

Kata kunci: *digital storytelling*, media pembelajaran video, trigonometri, SMK, ADDIE.

Era yang semakin modern menuntut generasi muda untuk membuka mata terhadap teknologi. Tujuan dari penelitian ini yaitu 1) Mengetahui proses pengembangan media video *digital storytelling* materi trigonometri pada peserta didik kelas X. 2) Hasil pengembangan media video *digital storytelling* materi trigonometri pada peserta didik kelas X yang ditinjau dari aspek keefektifan, kevalidan dan kepraktisan. Penelitian ini menggunakan model pengembangan ADDIE, yaitu : (1) Tahap *Analysis* meliputi analisis kurikulum dan analisis karakteristik peserta didik. (2) Tahap *Design* peneliti melakukan perancangan storyboard dan mengumpulkan materi untuk merancang tampilan media video *digital storytelling*. (3) Tahap *development* peneliti mengembangkan media video *digital storytelling* materi perbandingan trigonometri pada segitiga siku-siku. (4) Tahap *Implementation* media video *digital storytelling* yang dikembangkan diujicobakan dan dilaksanakan dikelas X SMK Sunan Ampel Porong. (5) Tahap *Evaluation* yaitu tahap revisi terhadap media yang dikembangkan apabila terdapat perbaikan media video *digital storytelling* setelah implementasi.

Penelitian ini menghasilkan media video *digital storytelling* materi perbandingan trigonometri pada segitiga siku-siku. (1) Berdasarkan penilaian para ahli terhadap kualitas media video *digital storytelling*, media yang dikembangkan dinilai valid dengan skor rata-rata 4,6 yang termasuk dalam kategori sangat valid; (2) Berdasarkan hasil uji coba pembelajaran, media yang dikembangkan dinyatakan efektif dengan persentase ketuntasan tes hasil belajar sebesar 93,75%, rata-rata skor kelas sebesar 88,4, dan rata-rata persentase respons angket sebesar 85,4% yang termasuk dalam kategori sangat efektif; (3) Berdasarkan angket respon peserta didik pada angket kepraktisan diperoleh rata-rata persentase kepraktisan sebesar 88,5% yang berarti media video *digital storytelling* yang dikembangkan sangat praktis digunakan dalam kegiatan pembelajaran di sekolah.

ABSTRACT

Yanti Isnia Dwi 2025. Pengembangan media video *digital storytelling* materi trigonometri untuk peserta didik kelas X SMK. Skripsi. Program Studi Pendidikan Matematika Universitas PGRI Delta Sidoarjo. Dosen Pembimbing: 1) Intan Bigita Kusumawati, S.Pd., M.Pd 2) Dr. Lailatul Mubarokah, S.Pd., M.Pd.

Keywords: digital storytelling, video learning media, trigonometry, SMK, ADDIE.

The increasingly modern era demands the young generation to open their eyes to technology. The objectives of this study are 1) To determine the process of developing digital storytelling video media for trigonometry material for class X students. 2) The results of developing digital storytelling video media for trigonometry material for class X students reviewed from the aspects of effectiveness, validity and practicality. This study uses the ADDIE development model, namely: (1) Analysis stage includes curriculum analysis and analysis of student characteristics. (2) Design stage, researchers design storyboards and collect materials to design the appearance of digital storytelling video media. (3) Development stage, researchers develop digital storytelling video media for trigonometric comparison material in right triangles. (4) Implementation stage, the developed digital storytelling video media is tested and implemented in class X of SMK Sunan Ampel Porong. (5) Evaluation stage, namely the revision stage of the developed media if there are improvements to the digital storytelling video media after implementation.

This study produced a digital storytelling video media for trigonometric comparison material in right triangles. (1) Based on expert assessments of the quality of digital storytelling video media, the developed media was considered valid with an average score of 4.6 which is included in the very valid category; (2) Based on the results of the learning trial, the developed media was declared effective with a percentage of completion of the learning outcome test of 93.75%, an average class score of 88.4, and an average percentage of questionnaire responses of 85.4% which is included in the very effective category; (3) Based on the student response questionnaire on the practicality questionnaire, an average percentage of practicality was obtained of 88.5% which means that the developed digital storytelling video media is very practical to use in learning activities at school.