

ABSTRAK

Tian Dwi Widodo. *Pengembangan Media Pembelajaran Matematika pada Sistem Pembelajaran Daring dengan Bantuan Aplikasi Inspiring Suite 9.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2021.

Penelitian ini bertujuan untuk (1) Menjelaskan prosedur pengembangan media pembelajaran matematika berbasis Aplikasi *Inspiring Suite 9* , (2) Mengetahui kevalidan media pembelajaran matematika berbasis Aplikasi *Inspiring Suite 9*, (3) Mengetahui hasil respon mahasiswa terhadap pengembangan media pembelajaran matematika berbasis Aplikasi *Inspiring Suite 9*.

Metode yang digunakan pada penelitian ini adalah jenis penelitian dan pengembangan (*Research and Development*) dengan model pengembangan ADDIE yaitu *Analysis, Design, Development, Implementation, dan Evaluate*. Metode yang digunakan dalam pengumpulan data yaitu, diskusi dan kuesioner (angket).

Hasil penelitian ini disimpulkan bahwa:1) Media pembelajaran matematika berbasis *Inspiring Suite 9* ini memiliki beberapa tahap prosedur antara lain: tahap potensi dan masalah, tahap pengumpulan data, tahap desain produk, tahap validasi desain, tahap revisi desain, dan tahap uji coba. 2) Media pembelajaran matematika berbasis *Inspiring Suite 9* telah diuji kevalidannya berdasarkan penelitian yaitu uji validitas ahli materi diperoleh skor rata-rata keseluruhan 98,5% dengan kategori “Sangat Valid”sedangkan uji validitas ahli media diperoleh skor rata-rata keseluruhan 90,78% dengan kategori “Sangat Valid”. 3) Respon mahasiswa terhadap media pembelajaran matematika berbasis Aplikasi *Inspiring Suite 9* dengan 17 kategori. Hasil respon mahasiswa menunjukkan kategori “Sangat Positif” dengan persentase rata-rata keseluruhan 80%.

Kata Kunci: Matematika, Media, *Inspiring Suite*

ABSTRACT

Tian Dwi Widodo: *Development of Mathematics Learning Media in Online Learning Systems with the Help of the Inspiring Suite 9 Application.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2021.

This study aims to (1) explain the procedure for developing mathematics learning media based on the Inspiring Suite 9 Application, (2) find out the validity of the mathematics learning media based on the Inspiring Suite 9 Application, (3) find out the students' responses to the development of mathematics learning media based on the Inspiring Suite 9 Application.

The method used in this study is (Research and Development) with the ADDIE development model, namely Analysis, Design, Development, Implementation, and Evaluate. The methods used in data collection are, discussion and questionnaires.

The result of the study:1) The Procedure for developing mathematics learning media based on the Inspiring Suite 9 Application through several stages such as the stage of potential and problem, the stage of data collection, the stage of designing product, the stage of product validation, the stage of design revision and the stage of trials. 2) The Inspiring Suite 9-based mathematics learning media has been tested for validity. Based on the material expert validity test, It was obtained an overall average score of 98,5% with the "Very Valid" category, while the media validity test obtained an overall average score of 90.78% with the "Very Valid" category. 3) Student responses to mathematics learning media based on the Inspiring Suite 9 Application with 18 categories. The results of student responses showed the category "Very Positive" with an overall average percentage of 80%.

Keywords: *Mathematics, Media, Inspiring Suite*