

ABSTRAK

Telaumbanua, Citra Cahyani. 2025. *Pengembangan Video Pembelajaran Matematika Berbasis Pendekatan Realistic Mathematics Education Di SMK Swasta Emmanuel Agung*. Skripsi. Sadiana Lase, S.Pd.,M.Pd.

Penelitian ini dilatarbelakangi oleh salah satu permasalahan pada pembelajaran matematika di SMK Swasta Emmanuel Agung yakni kurangnya penggunaan media yang menarik sehingga siswa kurang menyukai mata pelajaran matematika karena dianggap sebagai mata pelajaran yang sulit dan membosankan. Tujuan penelitian ini adalah untuk mengembangkan video pembelajaran matematika berbasis pendekatan *Realistic Mathematics Education* pada materi kaidah pencacahan yang valid, praktis, dan efektif. Jenis penelitian ini adalah penelitian pengembangan. Model pengembangan yang digunakan adalah 4D yaitu *Define* (tahap pendefinisian), *Design* (tahap perencanaan), *Develop* (tahap pengembangan), *Disseminate* (tahap penyebaran). Tahap pendefinisian (*Define*) adalah tahapan pengambilan data dan informasi, dilakukan analisis kebutuhan, analisis peserta didik, analisis materi dan analisis tugas. Tahap perencanaan (*Design*) dilakukan penyusunan tes, pemilihan media dan desain awal. Tahap pengembangan (*Develop*) dilakukan validasi oleh beberapa ahli terhadap video yang dirancang. Tahap penyebaran (*Disseminate*) dilakukan uji coba perorangan, uji coba kelompok kecil, uji coba lapangan, analisis kepraktisan, dan melakukan uji efektivitas. Berdasarkan hasil penelitian, video pembelajaran yang dikembangkan telah teruji sangat valid oleh validator ahli materi, validator I sebesar 94,74% dan validator II sebesar 93,68%, validator ahli bahasa 95%, validator ahli media 95,29%. Selanjutnya, video juga sangat praktis digunakan oleh siswa dengan persentase kepraktisan sebesar 93,52% dan hasil persentase kepraktisan dari guru sebesar 92,38%. Video juga efektif digunakan dengan persentase ketuntasan sebesar 96%. Dari hasil penelitian di atas, maka video pembelajaran yang dikembangkan berbasis *Realistic Mathematics Education* sudah memenuhi harapan atau tujuan penelitian.

Kata Kunci : RME, video pembelajaran, 4D

ABSTRACT

Telaumbanua, Citra Cahyani. 2025. Development of Mathematics Learning Videos Based on the Realistic Mathematics Education Approach at Emmanuel Agung Private Vocational School. Thesis. Sadiana Lase, S.Pd.,M.Pd.

This research is motivated by one of the problems in mathematics learning at Emmanuel Agung Private Vocational School, is the lack of use of engaging media, which leads to students' disinterest in mathematics, as it is perceived as difficult and boring. The purpose of this study is to develop a mathematics learning video based on the Realistic Mathematics Education approach on the material of enumeration rules that is valid, practical, and effective. his type of research is development research. The development model used is 4D: Define (definition stage), Design (planning stage), Develop (development stage), Disseminate (dissemination stage). The definition stage is the stage of data and information collection, needs analysis, student analysis, material analysis, and task analysis. The planning stage (Design) is carried out test preparation, media selection, and initial design. The development stage (Develop) was validated by several experts on the designed video. The dissemination stage (Disseminate) was conducted through individual trials, small group trials, field trials, practicality analysis, and effectiveness tests. Based on the research results, the developed learning video has been tested as very valid by material expert validators, validator I at 94.74% and validator II at 93.68%. Language expert validators at 95% and media expert validators at 95.29%. Furthermore, the video is also very practical to use by students with a practicality percentage of 93.52% and the results of the practicality percentage from teachers at 92.38%. The video is also effective to use with a completeness percentage of 96%. From the research results above, the learning video developed based on Realistic Mathematics Education has met the expectations or objectives of the research.

Keywords: RME, learning videos, 4D