

ABSTRAK

IMPLEMENTASI BUKU DIGITAL INTERAKTIF SISTEM PENCERNAAN DI SMP SRIJAYA NEGARA

(Aulia Betris, 2026: 65 halaman)

Pembelajaran materi sistem pencernaan manusia di SMP Srijaya Negara Palembang masih menggunakan buku paket dan metode ceramah. Berdasarkan hasil wawancara dengan guru mata pelajaran IPA kelas VIII, siswa mengalami kesulitan memahami proses pencernaan karena berlangsung di dalam tubuh dan tidak dapat diamati secara langsung. Selain itu, penggunaan teks dan gambar statis pada buku menyebabkan siswa kesulitan memvisualisasikan proses pencernaan secara menyeluruh. Oleh karena itu, diperlukan media pembelajaran yang lebih interaktif untuk membantu meningkatkan pemahaman siswa. Penelitian ini bertujuan mengembangkan buku digital interaktif sistem pencernaan manusia berbasis Android sebagai media pembelajaran bagi siswa kelas VIII SMP Srijaya Negara Palembang. Metode yang digunakan adalah Multimedia Development Life Cycle (MDLC) yang terdiri dari tahap concept, design, material collecting, assembly, testing, dan distribution. Media dikembangkan menggunakan Adobe Animate dengan memadukan teks, gambar, animasi, audio, video pembelajaran, dan latihan soal interaktif. Uji kelayakan dilakukan melalui validasi ahli materi oleh dr. Muthiara Adlin Azzahra selaku Residen Anestesi RSUP Dr. Mohammad Hoesin Palembang dan memperoleh persentase sebesar 100% dengan kategori sangat valid. Pengujian efektivitas dilakukan kepada 50 siswa kelas VIII melalui kegiatan pre-test dan post-test. Hasil analisis menggunakan rumus N-Gain memperoleh nilai sebesar 0,86 yang termasuk kategori tinggi. Berdasarkan hasil penelitian, dapat disimpulkan bahwa buku digital interaktif sistem pencernaan manusia berbasis Android berhasil dikembangkan, dinyatakan sangat valid, dan efektif digunakan untuk membantu meningkatkan pemahaman siswa terhadap materi sistem pencernaan manusia.

Kata Kunci: Buku Digital Interaktif, Sistem Pencernaan Manusia, Aplikasi Android, Media Pembelajaran, MDLC, N-Gain.

ABSTRACT

IMPLEMENTATION OF AN INTERACTIVE DIGITAL BOOK ON THE HUMAN DIGESTIVE SYSTEM AT SMP SRIJAYA NEGARA

(Aulia Betris, 2026: 65 halaman)

Learning about the human digestive system at SMP Srijaya Negara Palembang is still mainly delivered through textbooks and lecture-based teaching methods. Based on interviews with the Grade VIII science teacher, students have difficulty understanding the digestive process because it occurs inside the human body and cannot be directly observed. In addition, the use of static text and images in textbooks makes it challenging for students to visualize the overall process of digestion. Therefore, there is a need for more interactive learning media to help improve students' understanding. This study aims to develop an interactive digital book on the human digestive system based on Android as a learning medium for Grade VIII students at SMP Srijaya Negara Palembang. The development method used is the Multimedia Development Life Cycle (MDLC), which consists of the stages of concept, design, material collection, assembly, testing, and distribution. The media was developed using Adobe Animate by integrating text, images, animations, audio, instructional videos, and interactive quizzes. Feasibility testing was conducted through material expert validation by Dr. Muthiara Adlin Azzahra, a Resident of Anesthesiology at RSUP Dr. Mohammad Hoesin Palembang, resulting in a validity percentage of 100%, categorized as "highly valid." Effectiveness testing was carried out with 50 Grade VIII students through pre-test and post-test activities. The analysis using the N-Gain formula obtained a score of 0.86, which is categorized as high. Based on the results, it can be concluded that the interactive Android-based digital book on the human digestive system was successfully developed, is highly valid, and effective in improving students' understanding of the human digestive system material.

Keywords: *Interactive Digital Book, Human Digestive System, Android Application, Learning Media, MDLC, N-Gain.*