ABSTRACT

KRISE MULYADI. 2025. **Pengembangan Media Pembelajaran Interaktif Berbantuan Aplikasi *Camtasia* untuk Mengeksplorasi Pemahaman Siswa pada Materi Peluang.** Program Studi Pendidikan Matematika. Program Pasca Sarjana. Universitas Siliwangi.

This study aims to develop interactive learning media assisted by the Camtasia application to explore students' understanding of probability material. The method used is research and development (R&D) with the 4D model (Define, Design, Develop, and Disseminate). The research subjects were Grade X students at SMAN 1 Banjar. Data were collected through questionnaires and student understanding test items. The instruments included expert validation questionnaires to assess validity, student response questionnaires to assess practicality, as well as pretest and posttest to evaluate effectiveness. Based on the results, the material expert validation showed a validity level of 90%, and media expert validation also reached 90%, both falling into the "very valid" category. The effectiveness of the media was shown by the increase in students' understanding scores, with an effect size (Cohen's d) of 3.68, which is categorized as a "very strong effect." In terms of practicality, 92.9% of students rated the media as "very practical." Therefore, the interactive learning media assisted by the Camtasia application is considered valid, practical, and effective for use in mathematics learning, especially in the topic of probability.

Keywords: Development, Interactive Learning Media, Camtasia Application, Probability, Student Understanding, 4D Model